

THE **WORLD'S** LARGEST

DIAMONDS DIRTY DOZEN WHY SETTLE FOR LESS!!!

Southampton (0703) 232777 Fax 232676 London 01 597 8851 Fax 590 8959 Midlands (0926) 312155 Fax 883432 Bristol (0272) 693545 Fax 693223 Eire (061) 376744 Fax 376470

DIAMOND PACK 1A DIAMOND DIRTY DOZEN

ALL OUR AMIGA A500 PACKS CONTAIN MACHINES WITH THE FOLLOWINGSTANDARD FEATURES

- Built-in Speech Synthesis
- 1 Meg Disk Drive
 Two Operation Manuals
- 4096 Colours Multi Tasking
- Operating System Disks
 All Appropriate Connecting Cables
- Mouse

A STILL A LITTLE Batman The Movie, New Zealand Story, F18 Interceptor, Netherworld, Star Wars, Bombuzal, Clownomania, Saint & Greavsie, Table Tennis, Paperboy, Mike Reid's Pop Quiz, Baal, Menace, BloodMoney, Deluxe Paint II, Microswitch Joystick, 10 Blank 3 1/2"Disks, Disk Library Case, Mouse Mat, Amiga Dust Cover, TutorialDisk, TV Modulator + 23 PD Programs.

> £399.00 Including VAT

TI

CLASS OF 90's PACK

DIAMOND PACK 1B

- 512K RAM Built-in Speech Synthesis
- 1 Meg Disk Drive
 Two Operation Manuals
 4096 Colours
 Operating Systems Disk
 - Operating Systems Disks
 - All Appropriate Connecting Cables

 Multi Tasking Mouse

> F29 Retaliator, Rainbow Islands, Escape From The Planet of theMonster Robot, Netherworld, Star Wars, Bombuzal, Clownomania, Saint & Greavsie, Table Tennis, Paperboy, Mike Reid's Pop Quiz, Baal, Menace, Blood Money, Deluxe Paint II, Microswitch Joystick, 10 Blank 3 1/2" Disks, Disk Library Case, Mouse Mat, Amiga DustCover, Tutorial Disk, TV Modulator + 23 PD Programs.

> > 399.00 Including VAT.

DIAMOND Z501

* TWO YEAR WARRANTY * BATTERY BACKED CLOCK/CALENDAR * FREE UTILITIES DISK (RRP £49.95) * ON-OFF SWITCH

D501 + FANTAVISION + SPRITZ + COMIC SETTER £79.95

£49.95 INC VAT

£59.95 INC VAT: "IT CAME FROM THE DESERT" + FREE DELIVERY IN EUROPE OR £59.95 WITH PHOTON PAINT 2

DIAMOND PACK 2

If you thought the above Diamond Packs were good value just lookat our Diamond Pack 2!

SAME AS PACK 1A BUT WITH PHILIPS COLOUR VISION MONITOR (U.K) WITH 1084/5 £599.00 WITH 8833 £619.00

> ONLY £589.00 INCLUDING VAT

DIAMOND PACK 3

WORD PROCESSING PACK SAME AS PACK 2 BUT WITH PHILIPS VISION MONITOR BUT INCLUDES PHILIPS NMS1432 PRINTER

INCLUDES WORD PROCESSING SOFTWARE.

ONLY £699.00

DIAMOND PACK 4

BATPACK, CONSISTS OF: A500, NEW ZEALAND STORY, BATMAN 2, F18INTERCEPTOR, DELUXE PAINT II + FREE MONO MONITOR

ONLY £399.00

DIAMOND - THE NAME YOU CAN TRUST EXPORT HOTLINE (0272) 693 545 EXPORT FAX NO (0272) 693 223

Diamond Computer Systems Ltd 84 Lodge Road, Southampton. LAN Computer Systems Ltd. 1045 High Road, Chadwell Heath, Romford.

LHC Microsales, 121 Regents St., Leamington Spa, Warwickshire. Diamond Computer Systems Ltd 227 Filton Avenue, Bristol. Diamond Computer Systems Ltd. Ballina, County Clare, S. Ireland.

CHIP SHOP PRICES WE ONLY SELL NEW CHIPS

A590 CHIPS

0.5 MB £29.95 INC VAT 1.0 MB £58.95

INC VAT 2.0 MB £115.00 INC VAT

A590 £319 + VAT A590 2 MB POPULATED £439 + VAT

B UP BOARD CHIPS

2 MB £109 + VAT 6 MB £319 + VAT 4 MB £219 + VAT 8 MB £429 + VAT 8 UP BOARD/SUPRA ONLY £160 + VAT 8 UP BOARD 2 MB POP £279 + VAT

★ SPECIAL



DIAMOND DRIVE THRU PORT ON/OFF SWITCH

ONLY £49.95

INC VAT WITH 10 BLANK DISKS £53.95 INC VAT

WE ARE PARTICIPATING IN THE COMMODORE UPGRADE OFFER AND WE AREGIVING AWAY 1 FREE MEGA BYTE. IF YOU HAVEN'T RECEIVED YOUR MAILSHOT OR REQUIRE OTHER DETAILS PLEASE CALL.

YOUR AMIGA 500

When you part exchange it for a B2000 with an autoboot hard

Phone or call in to a Diamond store for details!

RENDALE 8802 GENLOCK E179 INC VAT

FLICKER FIXER £259

PRICE BREAKTHROUGH A590 2MB POPULATED E399 INC VAT + DELIVERY INCLUDES CONNECTING LEADS

> VIDI AMIGA E99 INC VAT

CAMERA E199 INC VAT

VIDI + CAMERA **E289 INC VAT**

CITIZEN SWIFT COLOUR 24 PIN PRINTER £295

DIAMOND MULTISYNCH MONITOR E295



47MB Autoboot, Fast File System Hard Disk for B2000 - only £39540MS £395 - 28MS £435 - 111 MB, 23MS £695

HIGH QUALITY 3.5" BULK DISKS INC VAT 107.99 50. .25.00 200. Add £4.95 for 80 capacity box. AUTOBOOT 20MB HD & CONTROLLER FOR UPTO 7 DEVICES ONLY £199.00 + VAT

DIAMOND CONFIGURED PACKS:

AT System Amiga B2000 AT Bridgeboard 2090A 20 MB Autoboot HD Colour Monitor

XT System Amiga B2000 XT Bridgeboard 2090A 20MB Autoboot HD Colour Monitor

Basic System Amiga B2000 2090A 20MB Autoboot HD Colour Monitor

Audio System Amiga B2000 + 2090A Colour Monitor Music X & Midi Interface

Visual System Amiga B2000 + 2090A A2300 Genlock Deluxe Video's

Phone for our incredibly low prices on the above systems!

SUPERPI

Genlock + Real Time Frame Grabber

£489inc VAT

SOFTWARE CLUB For just £20 a year you can obtain 30%

discounts on software! Call with your credit card handy to obtain your free mouse mat! £34,99 Notherworld Star Wars 25,00 £5,00 Sombuzaí Clownomania EE.00 £5,00 Soint & Grenvale Table Tennis E5.00 25,00 Paperboy Mika Reid's Pop Quiz E5.00 25.00 Bami 25.00 25.00 Menace Bloodmoney Asnegas £5.00 25.00 The Art of Chase Barbarian 25.00 £5.00 Suggy Boy Itari Warrtora £5.00 £5.00 Insantty Fight Mercenary Terrorpode Thunder Cate 25.00

PRINTERS

PANASONIC KXP-1124 24-PIN D.MATRIX PRINTER OKIMATE 20
OKIMATE 20
OKIMATE 20
24-PIN COLOUR THERMAL
DOT MATRIX PRINTER
STAR LC-10 MONO
Multiple fowl options from front panel, excellent paper STAR LC-10 COLOUR Colour version of the popular LC-10, allowing the effect of full colour on screen dumps (requires colour printer divinosoftware). C64/128 version available. \$169 drivingsoftware), C64/128 version available. STAR LC-24-10 24 Pin version of the popular LC series with exceptions STAR XB 24-10 24 PIN COLOUR PRINTER (INCLUDES COLOUR OPTION) CITIZEN SWIFT COLOUR 24 PIN PRINTER CITIZEN SWIFT P296

MONITORS

PHILIPS COLOUR VISION MONITOR

£179

PHILIPS 8833 (U.K) COLOUR MONITOR WITH STEREO SOUND

ONLY £199

DIAMOND MULTISYNCH

MONITOR

ONLY £295 COMMODORE 1084/S MONITOR **ONLY £199**

DIAMOND 3D MONITOR

£379

ALL PRICES EXCLUDE VAT. COURIER £5. NEXT DAY SERVICE £10. E & OE. All prices correct at time of going to press and are subject to change without notice.

E249

MONO 24 PIN PRINTER

124.98



REVOLVER REGULARS

EATINE MATERIALS

THE WORD 21 NORMAN NUTZ 28 SCORELORD 33 RRAP 47 BUDGET 50 ZZUPERSTORE **56 PREVIEWS** 57 TIPS **68 CREATURE FEATURE**

COVERT COMPS

38 DESIGN THE ULTIMATE REVIEWER!!

And win an amazing Omnibot from US

Palace's top-seeded tennis sim earns another Sizzler - this time on the

ISSUE

73 JUMPING JACK SON

Infogrames" cute hero jumps to the

US Gold send reviewers reeling with this

Frantic three-player fun from Electronic

A taster of the latest catch of products from Ocean, including coin-op conversion, Secret Agent, and Realtime's Carrier Command sequel, Battle Command.

A round-up of the latest joysticks, with some of the toughest (but most scientific)



Overwee S45
Si Cemede Subecriptions
Si Cemede Subecriptions
Barry Hasther Brean
Magazine Distributions Lid.
188 Cestern Crescent, Unit
4. Woodstebts. Ontano N4S
S03. Cemede 7or 519 421
1255 Fax. 519 421 1873
Marry Subscriptions Hates

BLINKY'S SCARYSCHOOL BLINKY'S SCARYSCHOOL 47
BLOOD MONEY (S) 11
DEFENDERS OF THE EARTH 12
DIE HARD 9
DYNASTY WARS (Amiga) 14
F-16 COMBAT PILOT 75
GEMS: CITADEL OF
CORRUPTION 21
GRAVE YARDAGE 71
INTERNATIONAL 3-D
TENNIS (Amiga) /S) 70 TENNIS (Amiga) (S) ITALY 1990 ITALY 1990 (Amiga)

IVANHOE (Amiga) JUMPING JACK SON (Amiga) KGB SUPERSPY LEISURE SUIT LARRY III (Amiga) MIGHT & MAGIC II 21 (Amiga) NUCLEAR WAR (Amiga) OLLI & LISSA 3 PHOTON STORM (Amiga) PRO BOXING PROJECTYLE (Amiga)
RESOLUTION 101 (Amiga)

ROTOX (Amiga)

THEME PARK
MYSTERY (Amiga)
TOWER OF BABEL (Amiga)
WIZARD WILLY WORLD CHAMPIONSHIP BOXING WORLD CHAMPIONSHIP BOXING (Amiga) WORLD CUP SOCCER: ITALIA '90 WORLD CUP SOCCER: ITALIA '90 (Amiga)

SUPER TANK SIM

47

81

21

18

18 16

16

The summer slump has finally arrived. After last month's mega-influx of chart entries, this month has been positively spartan by comparison! With the advent of June comes a change in almost all the charts as, first off, MicroProse Soccer returns to the top after a long while away with Retrograde entering the top 10 finally. The big Amiga news is that KickOff finally reaches the top with Player Manager providing moral support in third place. Ocean, US Gold and Rainbird all have new entries but look how high Blood Money is, still a fave even now!

This month's lucky charts winner is Thomas Dunmore of that quaint coastal hamlet Brighton. Well done Thomas!

Ignore the temptations of the summer sun, get back to your computer and have some fun! Send your chart votes to The Charts Minion, ZZAP! Newsfield, The Case Mills, Temeside, Ludlow, Stropshire, SY8 1JW.

TOP 10 C64 GAMES

1.	MicroProse Soccer	(MicroProse)
2.	Stunt Car Racer	(MicroStyle)
3.	Ghouls 'N' Ghosts	(Capcom/US Gold)
4.	Batman: The Movie	(Ocean)
5.	Rainbow Islands	(Ocean)
6.	Turbo Out Run	(US Gold)
7.	The Untouchables	(Ocean)
8	Space Rogue	
9.	Retrograde	(Thalamus)
10.	Myth	(System 3)

TOP 10 AMIGA GAMES

1.	Kick Off	(Anco)
2.	Blood Money	(Psygnosis)
3.	Player Manager	(Anco)
4.	Rainbow Islands	(Ocean)
5.	Their Finest Hour: The Battle of Britain	
6.	Strider	
7.	Speedball	
8.	Midwinter	(Rainbird)
9.	New Zealand Story	(Ocean)
10.	Xenon 2	

C64 MUSIC

1. Ghouls 'N' Ghosts	
2. The Untouchables	(Matthew Cannon)
3. Turbo Out Run	(Maniacs of Noise)
4. Retrograde	
5. Batman: The Movie	

AMIGA MUSIC

1. Xenon 2	(David Whittaker
2. Double Dragon 2 (Tomas	
3. Blood Money	(Ray Norrish)
4. LED Storm	(Tim Follin/Mike Follin)
5. Ghouls 'N' Ghosts	(Tim Follin)

COIN-OPS

1. Chase HQ	(Taito
2. Teenage Mutant Hero Turtles	. (Konami
3. Afterburner	(Seoa
4. Beastbusters	SNK
5. Golden Axe	(Sena

Megatape 6 has arrived and it's jam-packed with shoot-'em-ups. From Sensible Software we have the unique Galax-i-birds, and from Elite the a-mazing Felix pictured below.



To promote the recent release of 8-bit Pro Tennis Tour UbiSoft have arranged a tennis tournament at the Marble Arch Virgin Megastore in London. Up to 64 players can take part, with three sets for the final, two sets for the semis and one set for the other rounds. Since there isn't room for a couple of tennis courts even in a Megastore, the contests will be settled by playing the excellent Pro Tennis Tour on a wide variety of computers including the C64 and especially the Amiga.

The tournament champion will win a tennis racket, jogging suit, box of three tennis balls and a copy of Pro Tennis Tour. For those in 2nd, 3rd and 4th places there'll be a Pro Tennis Tour game, Tshirt and a box of balls. Eleven other contests will win just the T-

shirt and a poster.

The contest takes place on the Saturday 30th June, at Virgin 'Marble Arch', 527-531 Oxford Road, London. You can apply by phoning the store on 071 491 8582, but there's a fair chance of entering simply by turning up on the day. The contest will last all day and sounds good fun, any match reports from ZZAP! contestants will be welcome in the Rrap.



Can you write clear and interesting prose? Are you a dab hand at computer games? Are you an amusing person? Do you look uncannily like a famous person in history (eg Hitler or Quasimoda)? Well, ZZAP! is an the lookout for

Hitler or Quasimodo)? Well, ZZAP! is an the lookout for young talent (and someone to make the tea).

To be considered, you must be over 16 (preferably over 18). We'd like a CV detailing your age, qualifications, work experience (especially tea-making), interests etc. Two referees (not Kick Off ones, but perhaps a teacher or previous employer!) would also be useful. Most importantly, though, we'd like you to send us an example of your writing: a ZZAP!-style review of any C64/Amiga game, comprising an unbiased intro and critical comment.

Reckan you fit the bill? Then send your application as soon as possible to Staff Writer Applications, Stuart Wynne, ZZAP! 64/Amiga, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire SY8 IJW.

All applications will be acknowledged on receipt, and some candidates will be contacted later for expenses-paid interviews.

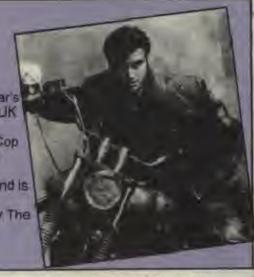
interviews.

PUNISHING SOFTWARE

The latest film of a comic' may not be as hyped up as last year's Betman, but The Punisher is set to make a violent impact on UK cinema audiences from June 1

For those unfamiliar with the comic here's a brief resume: Cop For those unitamiliar with the comic here's a brief resume. Cop Frank Castle (played by muscleman, Dolph Lundgren) is a bit peeved when his family are massacred by the mafta. Understandably, he sets about murdering gangland leaders and is soon dubbed by the media. The Punisher.

The inevitable computer game (of the film of the comicil), by The Edge, is set to punish joysticks when it's released shortly to coincide with the '18'-rated film.



COMPUTE FOR HARITY



The Live Aid of the computer industry is set to run a great fun weekend starting on Saturday 30th June. Support is coming from across the industry with Ocean, Electronic Arts, Virgin Mastertronic with competition prizes donated by Psygnosis and US Gold. What's more plenty of programming teams are involved too, including Graftgold (Uridium and Rainbow Islands), Argonaut (Starglider 2) and Teque (Toobin and Manchester

United FC). In fact, programmers from across the country are donating signed copies of games, and even hardware for auction. There's also going to be an adventure helpline run by Mike Wade. For music buffs there'll be a MIDI workshop where people can get hands-on experience of the latest synths, sequencers etc.

The charity is for the aid of BBC Children In Need plus donations for two Scout Groups, one of which serves children with severe physical handicaps. Admission is a

mere one pound for adults, fifty pence for children with weekend tickets at £1.50. Entry is free for handicapped children. The fun weekend takes place at the Portobellow Hall, The Broadway, Holderness Road, Hull. Opening times are 10am-7pm on Saturday, 10am-4pm on Sunday. Donations made payable to 'Compute for Charity' can be sent to Ann Rhind, Organising Secretary, Compute for Charity, 34 Bedale Avenue, Southcoates Lane Hull, N. Humberside.

SUMMER MADNESS

Forget Wimbledon and Ascot, for Amiga owners the summer event is likely to be the 16-Bit Computer Fair, Over 120 companies will be exhibiting, including US Gold, Psygnosis and Gremlin. There will also be plenty of hardware manufacturers offering such goodles as budget modem. In fact the show will be twice the size of the last one in January, and well worth visiting. Admission on the door is £4, with under-10's admitted free. But thanks to a kind lady at JPPR PR you can clip out the coupon below and save yourself a

USE THIS TICKET AND

SAVE £1

ON ENTRY TO THE NEXT

16 BIT COMPUTER FAIR

SUMMER EVENT

ON FRIDAY, SATURDAY & SUNDAY JUNE 29th/30th & JULY 1st

(THURSDAY JUNE 28th BY INVITATION ONLY)

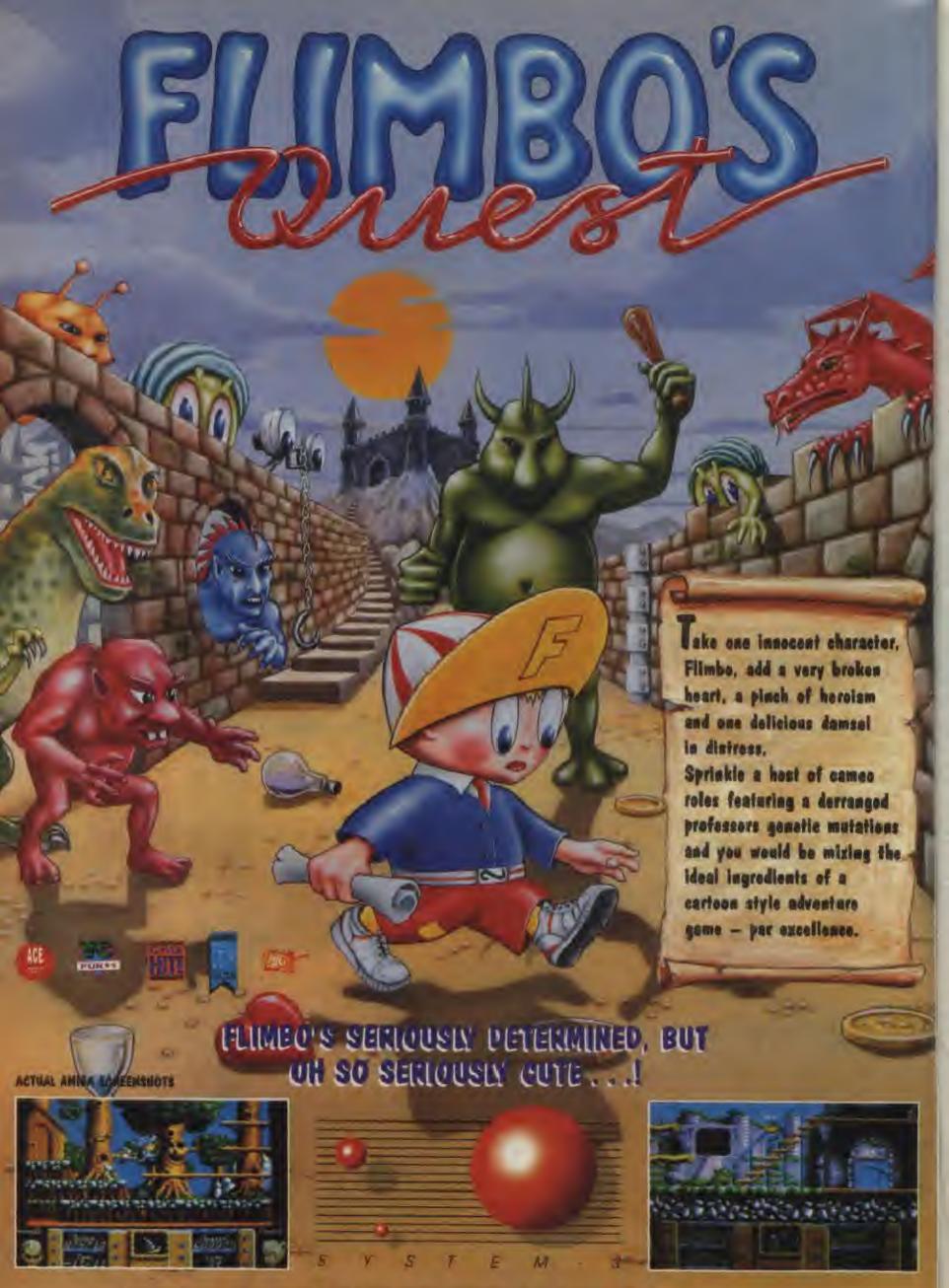
* AT THE ROYAL HORTICULTURAL HALLS * GREYCOAT ST, VICTORIA, LONDON (NEAREST TUBE/MAINLINE VICTORIA)

OPENING TIMES 10-6 EACH DAY (Closes 4pm Sunday)

ORGANISED BY WESTMINSTER EXHIBITIONS 081-549-3444









Activision, C64 £19.99 disk only

hristmas comes but once a year they say, but for the staff of the Nakatomi Corporation Headquarters, 32 storeys up. there's a distinct lack of festive spirit. Hans Gruber, criminal mind of the most dangerous kind, is in town with his armed gang and they're holding the bank staff hostage while the seven locks on the bank vault are broken. The treasures inside? \$600 million worth of bearer bonds. The otherwise deserted skyscraper has been sealed up, and the police have yet to be alerted.



I thought the movie was pretty damn good and the idea of sneaking around skyscraper.

ackling an armed gang lends tself well to a computer game. The sprite of Bruce Willis is a podgy one and the rooms tend to look rather similar although there are some nicely detailed furniture in places. I like the way progress is rewarded by digitized pictures of your successful actions, and the unfolding of the story with cuts to other events (à la the excellent Project Firestart. It really makes you want to progress (although it won't be a game to play again once completed). Surviving the first few attacks can be tricky (running out of ammo is fatall). also it's a bit flddly when you're trying to swap between guns in hurryl Other than this, Die Hard is a pretty good arcade adventure which will keep you hooked if you can bear to part with the £20.

But Gruber's plan has a flaw - namely off-duty cop John McClane (Bruce Willis), in town to visit his wife who's currently one of the hostages. McClane has luckily avoided capture,



An overweight Bruce Willis tangles with terrorists in ZZAP! Towers.



Die Hard is initially rather disappointing, disk accessing is heavy and prolonged, while death comes quite quickly. The graphics aren't great and you freeze for a second after making a turn. However, the more you play the better it gets. Combat is unremarkable, but it's

more of an exploration game. There's a good sense of moving around a skyscraper, with plenty of objects to find, including an Uzi and a tin of beans for energy. While the rooms are usually a bit bland, there are special rooms such as the one with a giant fan, which make exploring exciting and realistic. In fact, the appeal of the game is largely in its sense of realism; it is like living the movie especially as you 'hear' the terrorists chatting on the radio. I also look forward to using the hose to swing down a couple of floors, and finding the explosives to blow up a floor or two, as these are all promised for later in the game. In short, if you're a fan of the movie and have a fastloader to speed disk access, give it a try. It's pricey but atmospheric and interesting.

and is now taking on the baddies in a guerrilla war waged in the corridors and vents of the massive building.

McClane starts off armed with his fists and a pistol (eight rounds). Eliminating a terrorist and a search of their body can

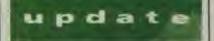
One of the best of the digitized screens which reward Brucie's progress



reveal extra weapons, a radio (for listening in on the gang), keys for doors on other levels and several other objects to get past obstacles. Vents are rather handy for taking short cuts around the building but with only twenty minutes to go before Hans completes the crime of the century.



No plans for an Amiga version at the moment



PRESENTATION 65%

GRAPHICS 709

SOUND 34%

HOOKABILITY 74%

LASTABILITY 70%







▲The ice world isn't only the best-looking level, it's also flendishly difficult... (A)

I'd buy that for a dollar!

Psygnosis, £9.99 cassette, £14.99 disk

his is a game for loonies, pure and simple. I mean in most shoot-'em-ups you're saving the universe from unimaginable evil, rescuing a beautiful damsel and making lots of dosh. You can earn a bit of cash here too, but this isn't a mission. it's a holiday for one or two suicidal maniacs!

▼ The walkers had eighteen frames of animation on the Amiga, and look just as good on the C64. But watch out for those spinning rotors! (B)



It's precisely a year ago that the Amiga version of Blood Money sizzied. an unexpected reminder that it's been a year since we came onto ZZAP! Hurrah! Happy birthday to usl And what a way to celebrate, cause Amiga Blood Money was a brilliam shoot-'em-up which we'd still be playing today if the Welshman hadn't tried one of his lethal pokes out on it! But now we can, because the C64 version has arrived and it's just as good to play, and even more technically awesome. When we saw the preview screenshots with two players on screen, plenty of aliens and loads of bullets we thought: no way, too many sprites. But thankfully we were wrong, this game effortlessly blows you away. Superslick scrolling, changing from vertical to horizontal without pause, plenty of aliens with some amazing animation, and great end-of-level monsters mean this is an utterly amazing game.

Initially it can be a little confusing with so much happening and it may seem you can brush over baddies. But the collision detection is, in fact, very sharp and drains your energy tanks relentlessly Which means you'll have to be really on the ball to see all the astounding graphics this game offers. The first level is good, although the metal finish is a bit familiar, and quite imaginative There's even the reverse control radio transmitters from missing the conversion! The later levels are even more stunning. The undersea level features some beautifully animated jelly lish and massive crab claws, while the ice world has prehistoric birds, pseudo-digitized asteroids (II) and sharp icy spikes to impale you.

This is a great shoot-'em-up, full of imagination — and the urge to collect all those spinning coins is always leading me into danger. Bloody amazing!

The notorious Alien Safari freezes, fries, skewers, slices, swallows, and explodes dozens of tourists every month. So far, no one has survived it. But the scenery is the most spectacular in the known universe, the creatures the most dramatic and it's never, ever dull! Fortunately, you can travel with a lellow tourist if you want.

The first of the four safari planets is the appropriately named Gibba, dominated by fearless machines. Besides the gun turrets, swirling blades and slamming doors which festoon the landscape, there are walkers, poisonous



totally ignored the C64's

limitations and gone overboard on the number of sprites on screen, many of which are

beautifully animated, (witness the walker on level 1, the

jellyfishes on level 2, the

missile-firing planes on level 3 — wonderfull) incredibly, even

with two players on screen. aliens and bullets flying everywhere and a great

constant tune constantly playing

t just rolls along at a great pace (would you believe it's faster than the Amiga game? Well, believel). It's as if the C64 has

been given a much welcome hardware boost at no extra cost. DMA Design deserve a

bloody big pat on the back (and

several drinks!) for having the

making up the walls,

made it brilliant!



▲ Ping, ping! The submarines take on some beautifully animated jallytish. (D)

bubbles and zillions of aliens ships. Even the walls are out to Well what can I say? Just this get you, with the scrolling econd I've just dragged myself abruptly switching between away from the C64 after a heavy dose of Blood Money horizontal and vertical at various points in the game. and I just cannot believe how Survive all that and you're DMA Design have squeezed rewarded with a big, and very near enough everything from mean robot ship to fight. the Amiga original into what is a Shooting the aliens cause superlative conversion! David Jones and Co. seem to have

them to lose any cash they're

carrying, usually a coin valued between £10 to £25. These can be collected and spent in shops for extra lives, as well as upward/downward firing missiles, neutron bombs, rearfiring missiles, a new tank of energy and speed-up.

Planet two is Grone (groan!) and takes intrepid tourists underwater, each in his or her own submarine. Here the

unfriendly natives fight back with jellyfish, colossal crab claws, subs and bullet-firing eels. Beat this level and it's time to strip down to a jumpsuit, strap on a jetpack and zoom through an ice world with deadly icicles, rocks and allen ships. Shreek can provide plenty of cash, but its natives are friendly only be comparison with those on.

Snuff. The final planet is a hideous world constructed of blood and raw flesh. This is the most difficult and demanding of the worlds, the one where the bravest and most skilful of the tourists are buried.

Now this is the kind of holiday I ook forward to when I've had enough of burning Robin's flight sim manuals and making fatty jokes about Phil. All the latest in killing machinery, helicopters to spaceships, and four entire planets packed with weird natives to kill. And the more natives you slaughter, the more money you make, the more blistering firepower you can upgrade to the more natives you can kill! Well, that's the theory at least

but unlike on my usual safaris, the natives here are a pretty formidable bunch. They attack in groups with plenty of support from walkers, glant claws, end-of-level mpressive nonsters and tricky switches in he vertical/horizontal scrolling. Their insolence really gets my blood lust up, and with so much more of the game yet to see I'm off for another gol

ROBIN

▼ Eal-like creatures spit bullets from top and bottom, while overgrown crabs snap their pincers. (C)



PRESENTATION 90%

SOUND B5%

HODICABILITY 94%

ASTABILITY 91%







Enigma Variations, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

ashed up old superheroes never die, or age, they merely get a dramatic new cozzie. The Defenders team is a kind of retirement home for

because his vases are so valuable. Still, when he's not down at the pottery he's got quite a nifty line in evil deeds. His latest escapade is to kidnap the children of the Defenders. Shock! Horror! Did anyone even know any of this weird bunch had girlfriends? In any case, considering their age you'd expect the children to be old age pensioners by now!

Nevertheless, the team is more than a little perturbed by this and plan a rescue. This is what Ming has specifically warned them not to do. otherwise he'll kill the crinkly children. But what the heck, they're superheroes

Flash is promptly teleported into Ming's fortress, armed only with a pistol. The fortress is a horizontally scrolling maze viewed side-on, with flickscreen scrolling on the C64. Flash must find Ming's throne room to save the children. On the way Flash has to kill loads of baddies. On the Amiga special superbaddies one like ED 209 - are summoned if Flash crosses a field generator.

Fortunately Flash can call on the other defenders to teleport in and open locked doors. cross chasms and deactivate the intruder alert. They carry out their tasks automatically, but if hit will drain Flash's

energy.



superheroes so obscure and ancient that most people have forgotten about them. I mean apart from team leader Flash Gordon, who's ever heard of Lothar (the strongest man in the world), the Phantom (second strongest man in the world) and Mandrake the Magician (Paul Daniels with a better rug). If you ask me, the only one with star presence is Zuffy the mascot!

On the other hand Ming The Merciless is famous, but only

With each and every flickscreen as packed with baddles as this one, Flash has got a tough job on his hands. (C64)

Running around a maze, leaping chasms and shooting thousands of heavily armed villains is a dated idea overused by unimaginative budget games. The C64 game has some nice backgrounds, but the sprites are unremarkable. So there's little to keep you coming back

for more repetitive punishment. The Amiga game is better due to more attractive graphics and a slightly slower pace. Also there's some large and impressive monsters. Actual gameplay is still too repetitive and difficult, but at least it doesn't look so much like a budget title.



At least the C64 game looks good backdrop-wise with detail and colour even if there's a lot

of repetition. Flash is the best sprite, but that's not saying much. I wish I knew why Enigma Variations (who previously did Gilbert the Alien) made the game so hard. After countless deaths I managed to beat a massive spider thing (one of the better graphics), ran through a further half dozen screens and there was STILL no sign of a desperately needed energy pod. Frustratingly tough and very limited in ideas

Amiga gameplayers have a lot with more time to take out the bad guys thanks to a slightly larger play area accompanied by smooth parallax scrolling. This doesn't make up for the fact that the ideas behind Defenders are VERY firmly 8-bit

ones.

amiga

PRESENTATION 58%

ood let's get going sample starte o uch game, otherwise unromarkable

GRAPHICS 70%

Nice parallax scroll with plenty of letail on backgrounds and spinos Mother allens are good

SOUND 68%

Good intro tune and some good in game samples

HOOKABILITY 60%

The way shot baddles by away is quite satisfying and this promise of different of others makes it addictive

LASTABILITY 55%

VERALL

58%

Well executed but lacking original ideas.

C64

PRESENTATION 40%

GRAPHICS 62%

SOUND 61%

HOOKABILITY 46%

LASTABILITY 42%

VERAL

will save Earth from I lenders Of The Earth



automatic team response and the easy to follow icon-generated action choices. This game is the choice of all foodball players,

those who love playing the game instead of wrestling with the Joystick ...

Championship Football

MAKE THE PLAY! YOU



Oleran Saltware Limitor; in Contral Street - Manchester - My Sign Talephone, Call 2002 (1988) - Auc Olai 884 (1984)



US Gold, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

anish images of Krystal and Alexis scratching each others eyes out: this tale is set before hairspray was invented, back in 184 AD when China's advanced civilization was proving its superiority with rigorously ordered slaughter. While our ancestors were painting themselves blue and complaining about all the Roman roadworks, the Chinese had mastered the art of cutting each other up into the tiniest of bits with the greatest of skill. Great warrior families such as the Han and the Kai fought each other for power. The Han probably won, as they're the goodles in this spectacular slash-'em-up.

But as the game begins the

Hans are down to the overly familiar odds of one man against millions. Who this man is depends on you, there are four warriors eager to go into battle, but for some strange reason only one of them can go (or two on the Amiga). Their names are Shang Fel, Lui Bei, Kuan Yu and Shao Yun (and are going to play havoc with Phil's spell check). Each has their own characteristics (fire power and life force), plus a weapon (either a sword or lance). To avoid looking totally daft with the latter you're also issued with a horse

The actual battlefield is viewed side-on, horizontally scrolling once you beat all the baddles in the immediate vicinity. Holding down fire increases the strength of your blow against footsoldiers. archers and other horsemen.

As you fight on you'll

encounter various obstacles, such as fences and vases which occasionally yield energy capsules when chopped apart. On the Amiga you can also find new weapons (a bigger sword, for example). You need all the help you can get because at the end of each level there's a general who must be defeated.



Ghouls 'N' Ghosts made the Capcom/US Gold label something to

look out for, but subsequent releases have sadly let it down. Both this and Black Tiger are very run-of-the mill coin-ops completely lacking in the imagination and originality which distinguished G N G. A routine rightward scrolling slash-em-up is distinguished only by the heroes being on horses, and some attractive graphics. In the event the horses serve to restrict movement, while the graphics cripple the Amiga game with incredibly slow control responses making II wery frustrating and unenjoyable. By contrast, the C64 game is as fast as you could want. The graphics aren't great, but they're still quite good Unfortunately the basic coin-op is repetitive, so that after getting some way into the game you lose interest. Let's hope UN Squadron gets Dapcom back on coursel



Even Dynasty would be more enjoyable than playing this The C64 game has

dull graphics and repetitive gameplay, but it's a thoroughbred compared to the Amiga donkey. The latter may have more attractive, detailed backdrops but unfortunately utilises 'stroboscopic' animation is extremely jerky and slow.
 My only amusement from the Armiga version came when my horse was moving in the opposite direction to which it was galloping. US Gold really ought to know better than to rot out such a lame game.

amiga

PRESENTATION 85%

GRAPHICS 72%

SOUND 59%

HOOKABILITY 61%

LASTABILITY 53%

▼ Abandon ship! abandon ship! Women, children and ZZAP! reviewers first! (C64)



64

PRESENTATION 63%

GRAPHICS 63%

SOUND 64%

HOOKABILITY 68%

LASTABILITY 60%

A playable, but unremarkable conversion of a repetitive coin-op



KICK OFF

The awar a winning, chart topping and mismaliphol best selling soccar symulation of all time?

Best Arcade game to bit '89
Europes best boccar simulation '90
Elspa game of the year

10 bit game of the year.

Emap golden joystick swards

Frainting: Fixer Fertical passing
Blistering Pace
Superb tect-die play
"Has to be the best football simulation yel"
ST USER

'Most playable soccar struttation in briary frictory' C.A. VG 65%

"Boots the other habitall simulations over the cross-bur" Zang 96%.

"Empty the best toottast sim" New Computer Express

GARY LINEKER'S HOT SHOT

Play me full scule eleven-e-side locathol gams complete with stiding tockles, throw-lins, comers, goal kicks, fouts and eyen the greated referee with his red card. Will you have what it takes to match the shorting skills of England's Gary Cineker's Not Shot.

International Soccer replaces Gory Lineker's Not Shot on Alari ST and Amiga

3 Superb Award Winning Games

* Unique Full Colour Wall Chart

With the History of the World Cup Including Amazing Facts & Figures Comprehensive User Guide Strategy, Management and Red Hot Action makes this the Ultimate Soccer Experience

TRACKSUIT MANAGER

A management game the way it should be played, Live the match thrills, as you compete to qualify for the Nations and World

- Cups

 You decide the play and enjoy the victories and suffer the defeats

 Play defense, anaching as man to man northmo

 Offside trap, sweeper system or passession foretoull

 Canume goal-kicks, comers and throw-ins.

 Crundling tackles, touts, panettes, bookings and sendings off

 54 computer managed squade floor around the world all with notividual tactics.

 The best ever football managerial game ever in the history of the World 10 A VG 9/10.

The ultimate management game" Ace Rated 929

- Easily the best of its type." Zmp 64 89%
- "The beat ever managerial game" Sinclair User Classic 92%



AVAILABLE FOR

SINCLOIR

C+VG HIII

ILI D'OR

AMERICA OF THE AMERICA OF THE AMERICAN AND AN ADDRESS OF THE AMERICAN AND ADDRESS OF THE AMERICAN ADDRESS OF THE AMERICAN AND ADDRESS OF THE AMERICAN AND ADDRESS OF THE AMERICAN ADDR







SINCLOIR

1989

USER

Virgin Mastertronic, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

t long last for football fans, the World Cup Finals are underway with 24 nations competing for sport's most prized trophy. And, of course, to coincide with this international event are the usual throng of computer footy games. World Cup Soccer is the official licence of the tournament, so it's rather surprising that it doesn't include the real fixtures. Instead you play for either England, Italy, Belgium or Spain against a succession of progressively more talented teams. Alternatively two players can compete in a friendly'.

The action is shown by a

bird's eye view with the sides kicking up/down the scrolling pitch. The player under your control is shown by an arrow over his head: switching between players is manual. Dribbling is automatic, the ball being 'stuck' to the player's boot. When in possession, pressing fire kicks the ball in the direction the player is facing. Pressing fire when defending causes the player under control to attempt a sliding tackle. Care must be taken, however, as fouls always result in a free-kick or penalty and occasionally (on

the Amiga only) a sending off.

When the ball gets near the either goal, the scene switches to a close-up 3-D view of the penalty area. The player in possession must shoot before a defender comes on screen.

▲ Who's going to bet on a result like this in Italy? (Amiga)

11/05/



Can someone tell me what this has to Cup? It may be the official licence but it

ers the official fixtures and eams) it wouldn't be so bad if he game was anywhere near liayable but untononately it's the worst game of motional five lean since Ludlow Layabouts not bearen 12-0. The change of perspective in the penalty area a good rise but it's incredibly an good loss but it's increately hard to save shots as pinpoint sucuracy and timing is required. Worse still is the player control, the ball is gluad to your fact and you can only kick it at a set power, making intribate passing impossible. Of the two versions the Appias passes, the Appias passes, he Amiga game is marginally he better for its speed and the act that players can get sent off, on the C64 you can foul to The goalkeeper comes under the defending player's control and can dive, stoop etc to try and save the shot.

Extra game options include sound volume, match time, and five difficulty levels.

64

PRESENTATION 60%

Small history of the World Cup booklet, wall chart. aesthericophons, but where are the Cup folures?

GRAPHICS 69%

Fairly good sprites but the 3-D gastmouth scene is terrible.

SOUND 42%

Okay title tune, minimal in game

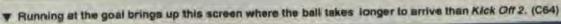
HOOKABILITY 45%

Over simple control method. The stallty to toul persistently results in very scrappy play.

LASTABILITY 40%

A tough but unenjuy able challenge

VERALL



Football may be a 'bunny old game' but it's nowners near sectar as the. For a start, the 3-D qualmouth view doesn't really work and it's untell enyway: the gualist of the bottom and is shownr rom bening, making it expremely difficult to save sinds. Ofcourse, you'd expect the sides to swep halves it half-time which would compensate but they don't! The action is duit with very basic ball control, to droble with a supergrad to your lost or boni it downfield. What's more, there's only six players, and no option to change formations, it's a pity really, since the greatics aren't part — the Amige ones are sixtly guite nice.



amiga

PRESENTATION 54%

Same as C64

GRAPHICS 62%

There are some nice touches like injured players beingstretchered off but the pitch and players are unimpressive

SOUND 48%

Okay reteree sampled speech crowd FX and dull little tune

HOOKABILITY 48%

Not much tun. Even the twoplayer mode is dull.

LASTABILITY 40%

Without the proper teams and lixtures there's nothing to keep

VERALL

Looks better than it plays.



▲ It brings more tears to the eyes than a thistle up the kill, Scotland are losing to Costa Rica with the ball bouncing high for another attack.

TTALY 1990

A Jack Charlton rejoices as Ireland thrashes England 5-0. (Amiga)

US Gold, C64 £12.99 cassette, £17.99 disk; Amiga £24.99

ithough Virgin have the official World Cup licence, US Gold can

claim a share of the action due to obscure rights hanging over from their dire 1986 effort, World Cup Carnivai. Software veterans will remember that as being an ancient Artic game



Both games are rainly good, the animated scenes in the Amiga game are quite nice to look at and don't slow the yame down.

On the debit side dribbling is completely unrealistic with the ball being stuck to your foot. Given a fairly fast player you can evade practically all opposition, which is extremely imitating for the opposing player, Practice can counter this problem, but while this game is fun for a while it can't compare with Kick Off.

The C6A game benefits from being slower as tackles are therefore much easier, giving the game a more realistic teel. Again dribbling is unrealistic, but while it's nowhere near as much fun as MicroProse Soccer, it's not too far behind for playability and the World Cup fixtures are accurate. Pity about the price though.

resurrected for the purpose and hidden inside lots of fancy packaging. Thankfully US Gold have got a new game this time, although there's still plenty of bumf. An attractive 64-page booklet covers all the teams, provides biographies of legendary players, past and potential, plus a short trivia quiz.

But what of the game itself? Well you can choose either to participate in the tournament, choosing a team out of the accurate list of qualifiers, or play a one or two-player friendly. In tournament mode you can choose your team from a full squad, and select formations.

The actual game is presented from an overhead view (slightly slanted on the Amiga) with multi-directional scrolling. Once a player has the ball it stays pretty much stuck to him, unless it is kicked by him or from him by another player. Holding down fire affects the strength of a kick, together with that player's strength. (Players names are displayed on screen with the Amiga.)

Tackles are made either by getting as close as possible to another player and relying on your player's skill, or using a sliding tackle which can be misinterpreted as a foul!

For Amiga owners there's animated screens showing a side-on view of corners and goal kicks, which thankfully requires no disk accessing. And once the kick is made the game switches to the normal view to show the kick again! There's also a behind-the-shooter view of penalties.



This ain't no Klek Off bis it does have some simple playability all the same And most

importantly it incorporates all the official World Gug leams and fixtures (untike the official Virgin licencel), you even get to bick your players from a full squad to sun your style of play and the opposition. What lets the game down a bit is the match action. Without a Kick Off-style radar, accurate basing is difficult. And with the ball stuck to your fool you can do Maradona-type dribbling without needing much real skill. This makes fackling very difficult, so matches often have unrealistically high scorelines. I also found it a bit too easy to win the Cup Having said that, this is still an infinitely better World Cup game than the official effort,

64

PRESENTATION 80%

Good packaging, save load tournament, one or two-player friendly match options. Ability to pick team members and formations in tournament mode.

GRAPHICS 67%

Unremarkable sprites, but effective and scrolling is good

SOUND 58%

Okay fille tune and sparse FX

HOOKABILITY 70%

Very easy to get mid

LASTABILITY 60%

but not that difficult to beat Two-player mode fun for a while

OVERALL

66%

Quite good fun

amiga

PRESENTATION 75%

Samulas Delighis slight

GRAPHICS 70%

Stanfed View allows in we detail the CRA plus some treat your MCA comer kick and certain,

SOUND 48%

HOOKABILITY 70%

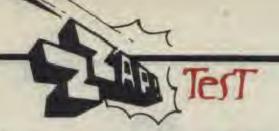
HOURABILITY 70

LASTABILITY 63%

this lougher main the C64 dams

65%

Ourse playable and a for better



HAMPIONS

Goliath Games, C64 £9.95 cassette, £12.95 disk; Amiga £19.95

ou don't need bulging biceps to earn a living out of boxing: as a manager you can rake in the cash while others take the punches. With a stable of up to five boxers you compete against 17 computercontrolled managers.

The main menu comprises a corridor with three doors leading to the physic (for fitness reports), the gymnasium (where fighters can train in five different

ways), and your office. The latter includes a filing cabinet containing your boxers' contracts, records, and rank-ings (area, national, and world for both the FWB and WCIB boxing boards). There's also a calendar for advancing the date, and a filofax with useful informa-tion such as fight dates, all 100 boxers' fight records, and detailed ability reports for each of your boxers

The most important piece of office equipment is the tele-phone, used to contact other managers to arrange fights. A manager may turn down a fight offer if he thinks it's a mismatch, or if you greedily ask for too high a percentage of the purse. Also contacted by phone are two scouts (Limpy and Wimpy!) who can watch fights on your behalf or even spy on other fighters however, once found out they may enjoy a long stay in hospitall If a fighter is unhappy with his present manager you may be able to peach him.

On fight night (every Saturday) you can watch a blow-by-blow text commentary of any fight. If

one of your boxers is involved you get to work in the corner. Between rounds you have thirty seconds to work on your fighter's injuries using such



Being a boxing manager seems like a cushy number to me; after all it's the poor fighter who has to take the punches. And the boxers aren't the only ones to get beaten up on your behalf - I felt gullty sending out scouts only for them to end up in hospital, time and time again.

Anyway, for a strategy game there isn't that much to do - just picking lights and working in the corner. This is mildly amusing for a while, but with its severe lack of depth the game resembles a budget release. The Amiga version has a few graphical extras such as the curvaceous secretary, but disappointingly no graphical represent-ation of the fight itself. So overall, the C64 version is better value for money, although still far too lightweight for the serious sports strategy

items as the water bottle,

sponge, adrenalin, and cold iron. Tactical instructions (ranging from 'take it easy' to 'fight dirty') can also be given for the next round. Fights may be decided either by knockout, the referee stopping the contest (if a fighter has a bad cut), or on points.



Gollath's Tracksuit Manager was one of the most realistic

footy management games made, so I was hoping for a similar treat-ment of boxing. Unfortunately Boxing Manager simply doesn't give you enough to do, and you never seem to have much influence over the success of your fighters. Also, the fights aren't exactly thrilling: the text commentary gives a good blow-by-blow account, but even a simple graphic display would have helped improve the big fight atmosphere. As it is, I'm afraid Boxing Manager won't make the



PRESENTATION 59%

GRAPHICS 36%

SOUND 20%

HOOKABILITY 42%

LASTABILITY 29%

OVERALL 33%

Nor a big hit



PRESENTATION 70%

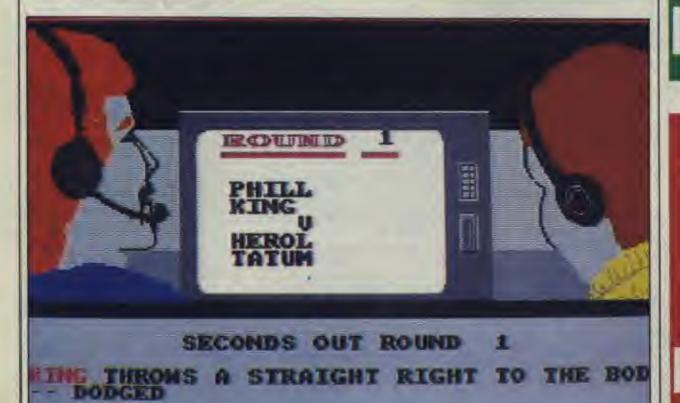
GRAPHICS 58%

SOUND 0%

HOOKABILITY 59%

LASTABILITY 47%

OVERALL 52%







Adrian is an absent minded mutant spider who hates waking up in the morning. He's always got a hangover and often accidentally puts his contact lenses into his mouthwash cup and throws them down the toilet. Most people would have to buy new lenses, but Adrian is the most argumentative, belligerent and quarrelsome person in the entire world. What's more, being a mutant spider he can threaten some very nasty things to the local profitgrabbing water company (PLC). To avoid being cocooned in a web and spending an eternity being harangued by Adrian, the company president calls in FELIXI

Felix is the fledgling of a pair of parakeets from Chernobyl. Due to radiation poisoning he's only a centimetre tall, but to compensate he's got awesome mental powers. By the age of two he had mastered the Theory of Relativity, and by three he had developed an antigravity machine to propel his tiny cage. Unfortunately the closed minds of conventional science dismissed him for merely parroting other peoples' ideas. Unable to get a proper job, he's become a freelance troubleshooter like Sir John Harvey Jones - only he's got a single-shot laser to zap any scientists he sees.

Felix's mission is to scour the local sewers for the contact lenses Adrian keeps losing. The sewers are mazes and Felix only has a limited amount of time before his oxygen runs out. To complete a level Felix has to bring all the lenses back to his home base one by one. But he is not alone! Almost a year ago a fleet of aliens from Andromeda landed in Lambeth, London. The aliens are just as small as Felix and their starship included housands of them. But before contact could be established with intelligent life they were all served with Poll Tax bills for thousand of pounds each. The total cost was in the millions and they had to sell off their ship to pay it. Ever since then Britain's sewers have been infested with deadly aliens who think everything that moves is a Poll Tax collector. Felix must avoid, or shoot these aliens to preserve his energy reserves and also avoid the sewer walls which have been electrified by the aliens. Higher levels are even more complex, but revolving 'B's give extra time!

Can you find all Adrian The Mutant Spider's contact lenses? Will you survive the Poll Tax Hating Aliens? Load up FELIX and see!

Felix was programmed by Paul Montwill with music by Mark Cooksey.

No part of this software may be copied, transmitted in any form, or by any means hired or lent, without the express permission of Elite Software.

Printed game scenario is the unique contribution of the wacky ZZAP! crew.

GALAXIBIRDS (THE GAME THEY COULDN'T STOP)

Goodness gracious and lawks A of Dodos alordyl The most evil nasties you ever did see have invaded the world and are making it a fun place to live. The now-redundant politicians are a mite peeved, not because they've been ousted from their governing positions, but because they're all too old to take part in the fun and games organised by the lun loving aliens. So, off they all went to hire a space pilot capable of destroying the aliens, and you just happened to fit the bill perfectly.

The politicians' club fund enabled them to purchase a Soopakomplex Oneshotatatime Mark III Spacecraft to desiroy the evil do-gooders. It's incapable of forward motion, but very agile

at moving left and right. Your spaceship appears at the bottom of the screen, and using your skill and judgement you must blast the aliens as they whizz down from the top of the screen. They're fairly annoyed by your intrusion into their fun and games, so they try to fly into you in a kamikaze attempt to destroy your ship. Fortunately, you can move left or right to prevent contact.

There are number of different races of aliens, and each race attacks in a set formation. Destroy all the aliens in an attack and the next lot duly take their turn in attempting to blow you up. However, the aliens don't really look like aliens — they have transformed themselves into more traditional Earthly forms, so we don't have to endure their horrible scaly appearance. Consequently, it becomes quite comical when your ship is attacked by a load a fully fit replacement!

Other types of nasties include 'Ackin' International Karate Maties, Killer 'Bounder' Balls, Culture Vultures, Swans, Budgies and Asteroids. There's also a special guest appearance by Squawk the Parrot and mends. Once every sort of allen has been disposed of, the first batch return but this time they're doubly peeved and move about at twice their original speed.

Galaxibirds was reviewed in Issue 17, where Julian Rignall commented; 'To be honest, this game is a load of rubbish, but it's very enjoyable rubbish and great fun to play. There are plenty of jokes within the program, both in the scrolling message on the title screen and in the game itself...

Graphics are poor, sound is awiul, but I love it.' Gary Penn agreed: The programmers must be congratulated on a super of take of the whole shoot-'em-up genre. You haven't really lived until you've played Galaxibirds - The Game They Couldn't Stop!"

No part of this software may be copied, transmitted in any form, or by any means hired or lent, without the express permission of Sensible Software, @1990

ZZAP! MEGATAPE 8 @1990

If your amazing ZZAPI Megatape proves to be faulty, have no fear. Just bung it in a jiffy bag and send it to The Young Doctors, ZZAPI Tape Clinic, Newsfield, The Case Mills, Terneside, Ludlow, Shropshire SY8 1JW, We'll look after it well, and send you

FOREIGN ZAPPERS!

Due to export distribution methods we have been unable to supply the amazing Megatape 8 with this issue, however for the measly sum of £1.99 (Sterling UK, inc p&p), we can send the tape to you direct by superfast air mail. Cheques should be made payable to Newsfield Limited and sent to Export Megatape 8 Dept, Newsfield Ltd, Ludlow, Shropshire SY8 1JW, United Kingdom.

PREMIER MAIL ORDER

Titles marked * are not yet available and will be sent on day of release. Please send cheque/PO/Access/Visa No. and expiry date to:

Dept ZP08, Trybridge Ltd, 8 Buckwins Square, Burnt Mills, Basildon, Essex, SS13 1BJ.

Please state make and model of computer when ordering, P & P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item.

Elsewhere please add £2.00 per item for airmail. These offers are available Mail Order only.

Tel. orders: 0268 590766

			Tel.	6
PRODUCTION OF	C 1651 644	nin	LEMANA CASS DESC	ľ
TOOPS, TWINGAMETE	9.99.12.09	MONTY ON THERUN	2:90	4
IDUNTRAME ID. WOYDE CAAND	2.99		6.99	ĕ
1943	2.99	MRHELI NEW ZEALAND STORY NICHT RAIDER NINJA SPRICTO	2.99	
720	2.99	NINIA SPIRIT	6.99 9.99	
IDIB FRAME 19-BOOT CAMP 19-B3 55TAR GAMES 720 ACE OF ACES ACTION FIGHTER ADDIDAS FOOTBALL ADRIAN INGLE ALIENS (LS) ALTERED BEAST APB ARKANOID	7.99 A.99	OPERATION WOLF	6.99 9.99	2
ADDIDASFOOTBALL	6.99 9.99	P47	6,99 9.99	81
ALIENS (US)	2,94	PINGPONG	2.99	
APB	6,9910.99	PITSTOP I	2.99	
ARKANDID AUF WIEDER MONTY	2 99	PLATOON	2.99	
APB ARKANDID ALF WIEDER MONTY BACK TO THE FUTURE 2* BARBARIAN (FAL) BARDS TALE 1 BARDS TALE 2 OR 3 FIINT BK	6.99 9.99	POWERAMA	7.90 (0.90	
BARDSTALE1	2,99 6.99	PREDATOR	3.99	
BARDS LACE 2	5,99 5,99	OPERATION WOLF PATERBOY PATERBOY PING PONCI PIESTOP 2 PLATOON POPEYE POWERAMA POWERDRIFT PREDATOR QUARTERBACK QUEDEX RACKEM RAINBOW ISLANDS RALL Y DRIVER RAMPAGE RETROGRADE RET	3.99	
BARRY MCGUIGAN	2.99	RACKEM RAINBOWISLANDS	6.99 9.99	N
BATMAN THE MOVIE	10.99	RALLY DRIVER DAMPACE	2.99	
BEACH VOLLEY	6,99 9.99 2,99	RENEGADE	2,99	d
BICKIE COMMANDEDO	2.99	RICK DANGEROUS	6.99 9.99	Q
BOWECKUNCHER	5.9913.99	ROADBLASTERS ROBOCOP	6.99 9.99	,
BOXING MANAGER BREDENS BASIC	6.99	ROLLING THUNDER RUGHY BOSS	2,99	
(BASICTORC64)	2.99	RUNTHE GAUNTLET	6.99 9.99	0
CABAL	5.99 9.99	CANVION	5.00	
EPRAMPILIOSEIIPSTMINT	6.99 9.99 2.99	SCOORY DOO SCRAMBLE SPIRITS SERVE & VOILLEY SHADOW WARRIORS*	5.99 6.99	
T LEACH UNIT	5 99 G 99 2 99	SHADOW WARRIORS	199 699	
COMBATSCHOOL	2.99	SHINOBI	9.99	
COMMANDO CONTINENTAL CIRCUS CRACKDOWN* CRACK	6.99 9.99	SHINOBI SHOCKWAY RIDER SHOCK IN UP CON KIT SHOKT CIRCUIT SIDE ARMS SILEN T SERVICE SILKWORM SILKWORM IV* SNARE SCOOTY AND SWPEP	10 99 13:99	
CRAZY CARS.	2.99	SIDEARMS.	2.99	
CRITICAL MASS CRYSTAL CASTLES	2.99	SILENT SERVICE SILKWORM	6.99 9.99	1
		SILKWORMIV*	6 99 9 99	
CYBERBAIL CYBERNOID DAN DARE I DELTA	2.99	SILKWORM IV* SNARF SCOTY AND SWEEP SPACE HARRIER SPACE HARRIER SPACE HARRIER SPACE HARRIER	2.99	
DELLA	6.99	SPACE HARRIER	6.99 9.99	
DESOLATOR	2,99	SERVICE AND ADDRESS OF THE RESIDENCE AND ADDRESS.	2.99 6.99 9.99	3
DOUBLE DRAIGON 2 DR DOOM	6.99 9.99	STAR WARSTRILOGY STAT PAWS	8.9910.99	n
DRAGONNINIA.	6.99 9.99	STEALTH FIGHTER STRIDER	2.99 9.9913.96 2.50 9.96	1
DOUBLE DRAGON 2 DR.DOOM DRAGON NINIA DRAGON SLAIR DYNASTYWARS* BALLYNCHUCHES	2,50 10.50	STUNT CAR RACER SUMMER GAMES	7.50 9.96 6.99 9.06 2.99 2.99 2.99	
DAIN FINITE		SUPERCYCLE	2.99	
ENDAJRO RACER ESCAPE FROM ROBOT	2,99	SUPER HANGON SUPER SPRINT	2.99	
MONSTERS ESPIONAGE	3.99	FAITO COIN OPS	7,9910.99 8,9910.99	831
FAST BREAK FIENDISH FREDRIY	2.99 6.99 6.99	THANATOS	6.99 9 90 2.99	1
FIGHTINGSOCCER FOOTBALLMANAGER 2	2,99 10.99		9.9910.99	
GIFT PACK FOOTBALLER OF THE YEAR	6,99 9.99	THEY STOLE AMILLION THUNDERCATS	2.99 6.95	
FOOTBALLER OF THE YEAR 2	7.99 9.99	THO	2.99 6.99	
FUNSCHOOL 2 (6/16/8)	7.99 9.99	TOPIGUN	2.99	
FUNSCHOOL 2 (under 6) GARY LINEKER SOCCER	7,99 9,99	TRACKSUIT MANAGER TRANSACT - BOOK KEEPING	3.94 6.96	
GAUNTLETT OR 2 GAZZAS SOCCER	2.99	TURBO ESTRIT TURBO OUTRUN	7.50 9.90	g.
GHOSTBUSTERS 2 GHOSTS N GORLINS	#.99 Htt.99		6.99 9.99	
GHOULSNIGHOSTS	7.50 9.99	VENDETTA.	7.9910.99	
GRAHAM GOOCH GREAT ESCAPE	2.99	WHO DARESWINS 2 WILD STREETS	6.99 9.99	9
GREEN BERET GRID IRON 2	2/99 2/99	WINCS OF FURYP WINTER GAMES	2.99	9
GUNSHIP HAKD DRIVIN	6.99 9.99	WIZBALL	2.99	
HARDBALL	2.99	WORLD CUP COMPILATION		0
HITPAKVOL1	6.99	WORLDGAMES	2.99	
HUNTERSMOON HYPERSPORTS	7.99	WORLD SERIES BASEBALL VIEAR KUNGFU	2.99	
JKARI WARRICHS	2,99			
IMPOSSAMOLE INDVIONES ACTION	7.50 9.99			
INDVIONESTEMPLE INDLTRATOR	2.99	I Comment	,	
INVOSTAT - INVOICING	3,99 6.99		-	
JACK NECKLAUS GOLF JACK THE RIPPER	6.99 9.99			
ALBREAK	6.95			
KICK OFF 2 *	6,99 9,95 6,99 9,95	Commenda	1	
LASER SQUAID LEADERBOARD	5.99 9.99 2.99			
LIVERPOOL! MAGNUMPACK!	6.99	CBM 64	8	
MANCHESTER UNITED MASTERS OF UNIVERSE	6.99 9.99 2.99		000	
MATCHPOINT	2.99	Cass - £7.	50	
MEGAMIX METROCROSS	2.99	Disc-£10	50	
MIAMI VICE MICROPROSESDOCER	9.99 13.99		.50	
MINIOFFICE 2	7.99	VIII.		

10,99 13.99

MINIOFFICE 2

Special Offer Amiga 1/2meg upgrade It came from the desert

only £69.99

While stocks last Amiga Xenophobe

only £4.99

Amiga
Music X
only £129.99

Limited Offer

Amiga Flying Shark only £9.99

Amiga
Mid-Winter
only
£19.99

ì	6		
1	BIMU Y	WGA.	ľ
1	1/2 MEG UPGRADE	59.99	K
1		16.99	X
ĺ	AMOS *	16.99	KK
ı	ARCHIPELAGOS AUSTERLITZ	9.99	K
ı	BACK TO THE FLITURE 2'	16.99	KKK
١	BARBARIAN (PAL)	7, 99	K
ı	BARBARIAN (PSV) BARDS TALE I	7.99	E
ı	BARDSTALET, 2 OR 2 HINT BOOK BARDSTALE 2	5,99	6
ı	BATTLE OF BRITAIN.*	16.99	L
ı	BATTLECHESS	16.99	10
ı	BEAICH VOILEY	16.99	P.
4	BIONIC COMMANDO BLOODWYCH	7.99	L
	BLOODWYCH + DATA DISC BLOODWYCH DATA DISC	19:99	N
١	BOMBER	9.99	
J	BOXING MANAGER BSS JANE SEYMOUR *	13.99	N
1	BUEIOKAN	16.99	A
ı	CASTLE MASTER	16.99	N
ı	CAVADAR * CHASE HQ	16.99	N
1	COLORADO * COMBO RACER.*	16.99	
1	CONFUCT	4,99	100
ı	CONQUEROR CRACKDOWN	16.99	E
1	CRAZV CARS 1 CYBERBALL	14.99	200
ı	DAN DARE 3	13.99	P
1	DELUKE MUSIC CON KIT	16,99	P
1	DELUXE PAINT 3 DELUXE PHOTOLAR	59.99	P
J	DELLUXE PRINT 2	39:99	
	DELUXE PRODUCTION DELUXE PRODUCTION	89.99 79.99	P
1	DRAGON FORCE IT MEGI DRAGONS BREATH	19.99	Pp
ı	DRAGONS OF FLAME	76.99 29.99	P
ì	DRAGONSLAIR (1 MEG) DRAGONSLAIR 7—SINGESTCASTLE	26.39	-
۱	DRAKKEHN DRUMSTUDIO	4.99	F F
ı	DUNGEON MASTER TIMEG DUNGEON MASTER HINT BOOK	15.99	10.00
١	DYMAMITE DEBUGGER*	9,99	F
ı	DYNASTY WARS* EAGLES NEST	4.99	-
ı	EDITION ONE *	16.99	GAT AND
ı	EMLYN HUGHES EMLYN HUGHES OUIZ*	73.99	200
ı	ESCAPE FROM ROBOT MONSTERS	13.99	3
ı	F16 COMBAT PILOT F29 RETALIATOR	16.99	20.00
ı	FALCON FIG	19.99	3
J	FALCON MISSION DISC 1 FERRARI FORMULA 1	13,99	0137
	FINAL BATTLE " FIRE AND BRIMSTONE"	16, 99	9100
٦	FUGHT OF THE INTRUDER *	19,99	616
1	FLT DISC EUROPEAN	26.99 73.99	- 3
	FOOTBALL DIRECTOR 2	13.99	5
١	FOOTBALL MANAGER Z CIFT PACK	C13.49	0
1	FOOTBALLER OF THE YEAR II FULL METAL PLANET	13.99	1000
1	FUN SCHOOL 2 (6 to 8) FUN SCHOOL 2 (over 8)	11,99	2000
ı	TUN SCHOOL 2 (ender 6) FUTURE WARS	11.99	4191
ı	CAZZAS SCILLER	16,99	
ı	CHOSTBUSTERS 1 CHOSTS AND GOBLINS	16.49	o
ı	GHOULS N CHOSTS GOLDEN SHOE *	16.99	1
ı	GRAND NATIONAL	16.99	ij
ı	GRAVITY CRIMBLOOD	16.99	-
ı	GUNSHIP HARD DRIVIN	14.99	8
	HEAVY METAL	16.99	
	HIGHWAY PATROLE	16.99	
	HOLLYWOOD POKER HOLINDS OF SHADOW	4.99	8
	HUNTER KILLER	4.99	ı
	IMPERIUM Y IMPOSSAMOLE	16.99	
	INDY JONES ACTION INDY JONES ADVENTURE	13.99	
	INDY IONES HINT BOOK	5,99	ĕ
	INT CHAMP WRESTLING INT SOCCER CHALLENGE *	16.99	
	INTERPHASE IKON LORD	11.99	
	ITALIA '90	6.99	
١	ITALY 1990 IT CAME FROM DESERT (I MEGI	19.99	
	IT CAME FROM DESERT DATA	9.99 16.99	
d	ELECTRICATION STATE OF STATE	N 144	

IACK NICHLAUS GOLF IDE BLADE 1 OR 2

- 10	1000
KQUEST 1, 2, 3 OR 4 HINT BOOK	5.99
KENNEDY APPROACH	14.99
KICK OFF	11.99
KICK OFF 2*	12.99
KICK OFF X-TRA TIME	7.99
KIRD GLOVES KIND WORDS 2	16:99 34:99
KINGS OUEST 4"	21.00
	26.99
KNICHTS OF THE CRYSTALLION	21.99
LASER SOUAD	12.99
LEISURE'S LARRY LOR 2 HINTS	6.99
LEISURE SUIT LARRY 2	26.99
LEISURE SULT LARRY 3	29.99
	16.99
LITTLE COMPUTER PEOPLE	16.99
LOMBARD RAC RALLY	14:99
LOOM.	16.99
LOST PATROL	16.99
MI TANK PLATOCIN*	21.99
MAGNUMA	16.99
MANCHESTER UNITED	16.99
MANH LINTER IN NEW YORK	21.99
MANHUNTER N.Y. HINT BOOK	6.99
MANIAC MANSION NEW ZEALAND STORY	16.99
NIGHTBREED *	16.99
NUNIA SPIRIT	16.99
NINIA WARRIORS	13:99
NITRO BOOST	4:99
WORTH AND SOUTH	16.99
OPERATION STEALTH	16,99
OPERATION THUNDERBOLT	16.99
OPERATION WOLF ORIENTAL GAMES*	14.99
OUTRUN	7.94
P47	15.99
PAPERBOY	12.99
PIPEMANIA	16.99
PLAYER MANAGER	12,99
POLICE QUEST	16.99
POLICE QUEST 2 "	19.99
FOLICE QUEST HINT BOOK	6.99
POOL POPULOUS	16.99
POPULOUS PNOMISED LANDS	7.99
POWERDRIFT	16.99
PRECIOUS METAL	15.99
PRO TENNIS TOUR	16.99
BAINBOW ISLANDS	16.99
RESOLUTION 101.4	16.99
RICK DANCEROUS	15.99
ROBOCOP	15/99
ROCK STAR MY HAMSTER	7.99
ROLLING THUNDER	
RORKES DRIFT * RVF HONDA	16,99
SHADOW OF THE BEAST	22.09
SHADOW WARRIORS *	16.99
SHERMAN MA	16.99
SHINO9I	12.99
SHOOT EM LIP CON KIT	19,99
SIDEWINDER I OR 2	4.99
SILENT SERVICE	14.99
SILKWORM	12.99
SILKWORM IV * SIM CITY	19.99
SIM-CITY TEXRAIN	13.99
SKATE CIR DIE *	16.99
SLY SPY *	16,99
SPACE ACE	26.99
SPACE QUEST 1 2 DR3 HINT BOOK	6.99
SPACE QUEST 3	26.99
SPY WHO LOVED ME	7.99 13.99
STAR TREK W.	16.99
STARCLIDER 2	14,99
STREET FIGHTER	7.99
STRIDER	16.99
STUNT CAR RACER	19.99
SUBBLITED	12.99
SUPER CARS	9.99
TEST DRIVE 2 CALIFORNIA CHALL	9.99
TEST DIRECT AND SELECT AND	
TEST DRIVE 2 SUPER CARS	9.99
TEST DRIVE 2 SUPER CARS TEST DRIVE 2 THE DUEL	9.99
TEST DRIVE 2 MUSCLE CARS TEST DRIVE 2 SUPER CARS TEST DRIVE 2 THE DUEL THE CYCLES	9,99 16.99 16.99
THEME PARK MYSTERY	9,99 16,99 16,99
THEME PARK MYSTERY TOOBIN	9,99 16,99 16,99 13,99
THEME PARK MYSTERY TOOBIN TOWER OF BABEL	9,99 16,99 16,99 13,99 16,99
THE C TOLES THEME PARK MYSTERY TOOBIN TOWER OF BABEL TRACKSUIT MANAGER	9,99 16,99 16,99 13,99 16,99 11,99
THEME PARK MYSTERY TOOBIN TOWER OF BABEL TRACKSUIT MANAGER TRAID VOL 3	9,99 16,99 16,99 13,99 16,99 11,99 11,99
THEME PARK MYSTERY TOOBIN TOWER OF HABEL TRACKSUIT MANAGER FRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN	9.99 16.99 16.99 16.99 13.99 16.99 11.99 11.99 13.99
THEME PARK MYSTERY TOOBIN TOWER OF BABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL "	9.99 16.99 16.99 13.99 11.99 11.99 11.99 13.99 16.99 19.99
THEME PARK MYSTERY TOOBIN TOWER OF BABEL; TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL* TV SPORTS BASEBALL	9.99 16.99 16.99 13.99 11.99 11.99 11.99 11.99 11.99 19.99 19.99
THEME PARK MYSTERY TOOBIN TOWER OF HABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASKETBALL TV SPORTS BASKETBALL TV SPORTS FOOTBALL	9.99 16.99 16.99 16.99 13.99 11.99 11.99 13.99 13.99 19.99 19.99 17.99
THEME PARK MYSTERY TOOBIN TOWER OF BABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS FOOTBALL	9,99 16,99 16,99 13,99 16,99 11,99 11,99 11,99 19,99 17,99 17,99 13,99
THEME PARK MYSTERY TOOBIN TOWER OF BABEL , TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL " TV SPORTS BASEBALL TV SPORTS FOOTBALL TV SPORTS FOOTBALL TV SPORTS FOOTBALL UMS	9.99 16.99 16.99 13.99 11.99 11.99 11.99 19.99 19.99 19.99 11.99 11.99 11.99
THEME PARK MYSTERY TOOBIN TOWER OF HABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASKETBALL TV SPORTS BASKETBALL TV SPORTS FOOTBALL TYPHOON THOMPSON UMS UMS 2 "	9,99 16,99 16,99 16,99 16,99 11,99 11,99 11,99 19,99 17,99 13,99 14,99 16,99
THEME PARK MYSTERY TOOBIN TOWER OF BABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS BOSEBALL TV SPORTS FOOTBALL TV SPORTS FOOTBALL TV PHOON THOMPSON UMS UMS 2." UNREAL"	9.99 16.99 16.99 13.99 11.99 11.99 11.99 19.99 19.99 19.99 11.99 11.99 11.99
THEME PARK MYSTERY TOOBIN TOWER OF HABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS BASEBALL TV SPORTS FOOTBALL TYPHOON THOMPSON UMS UMS 2." UNREAL" UNTOUCHIABLES VINDECATORS (Domark)	9.99 16.99 16.99 13.99 14.99 11.99 11.99 11.99 11.99 11.99 11.99 14.99 14.99 15.99
THEME PARK MYSTERY TOOBIN TOWER OF BABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS BASEBALL TV SPORTS FOOTBALL TV SPORTS FOOTBALL TV PHOON THOMPSON UMS LIMS 2." UNTOUCH BABLES VINDICATORS (Domark) OKEG NORMANS COLF	9.99 16.99 16.99 16.99 13.99 11.99 11.99 11.99 11.99 13.99 14.99 15.99 16.99 16.99 16.99
THEME PARK MYSTERY TOOBIN TOWER OF HABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS BASEBALL TV SPORTS FOOTBALL TYPHOON THOMPSON UMS 2 " UNREAL" UNTOOCHABLES VINDICATORS (Domark) OWEG NORMANS COLF WAYNE GRETZKY HOCKEY	9.99 16.99 16.99 16.99 11.99 11.99 11.99 16.99 17.99 13.99 16.99 16.99 16.99 16.99 16.99
THEME PARK MYSTERY TOOBIN TOWER OF HABEL TRACKSUIT MANAGER FRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS BASEBALL TV SPORTS FOOTBALL TYPHOCH THOMPSON UMS UMS 2." UNREAL UNTOUCHABLES VINDICATORS (Domark) GREG NORMANS COLF WAYNE GRETZKY HOCKEY WINGS *	9.99 16.99 16.99 16.99 11.99 11.99 11.99 11.99 11.99 14.99 16.99 16.99 16.99 16.99 16.99
THEME PARK MYSTERY TOOBIN TOWER OF BABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS BASEBALL TV SPORTS FOOTBALL TV SPORTS STORMANS OOLF WAYNE GRETZKY HOCKEY WINGS ** WINCS OF FURY **	9.99 16.99 16.99 11.99
THEME PARK MYSTERY TOOBIN TOWER OF BABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS BASEBALL TV SPORTS FOOTBALL TV SPORTS STORMANS OOLF WAYNE GRETZKY HOCKEY WINGS ** WINCS OF FURY **	9.99 16.99 16.99 16.99 11.99 11.99 11.99 16.99 17.99 13.99 14.99 16.99 16.99 16.99 16.99 16.99 17.99 18.90 18.90 1
THEME PARK MYSTERY TOOBIN TOWER OF HABEL TRACKSUIT MANAGER FRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS BASEBALL TV SPORTS FOOTBALL TYPHOCH THOMPSON UMS UMS 2." UNREAL UNTOUCHABLES VINDICATORS (Domark) GREG NORMANS COLF WAYNE GRETZKY HOCKEY WINGS *	9.99 16.99 16.99 11.99
THEME PARK MYSTERY TOOBIN TOWER OF HABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS BASEBALL TV SPORTS BASEBALL TYPHOON THOMPSON UMS 2 UNREAL UNTOOCHABLES VINDICATORS (Domark) OKEG, NORMANS COLF WAYNE GRETZKY HOCKEY WINGS WINGS OF FURY WORLD CLIP COMPILATION WORLD CUP SOCCER 90 XENOMORED	9.99 16.99 16.99 16.99 11.99 11.99 11.99 16.99 17.99 11.99 16.99 16.99 16.99 16.99 11.90 11.90 1
THEME PARK MYSTERY TOOBIN TOWER OF HABEL TRACKSUIT MANAGER FRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS BASEBALL TV SPORTS FOOTBALL TYPHOCH THOMPSON UMS UMS 2." UNREAL UNTOUCHIABLES VINDICATORS (DOMAIN) GREG NORMANS GOLF WAYNE GRETZKY HOCKEY WINGS WINGS OF FURY." WORLD CLASS LEADERBOARD WORLD CLIP SOCCER 90 XENOMORPH XENOM 2 MIGABLAST	9.99 16.99 16.99 11.99 11.99 11.99 11.99 11.99 12.99 14.99 16.99
THEME PARK MYSTERY TOOBIN TOWER OF HABEL TRACKSUIT MANAGER TRAID VOL 3 TREBLE CHAMPIONS TURBO OUTRUN TV SPORTS BASEBALL TV SPORTS BASEBALL TV SPORTS BASEBALL TYPHOON THOMPSON UMS 2 UNREAL UNTOOCHABLES VINDICATORS (Domark) OKEG, NORMANS COLF WAYNE GRETZKY HOCKEY WINGS WINGS OF FURY WORLD CLIP COMPILATION WORLD CUP SOCCER 90 XENOMORED	9.99 16.99 16.99 16.99 11.99 11.99 11.99 16.99 17.99 11.99 16.99 16.99 16.99 16.99 11.90 11.90 1

Special Offer



Form 2-19 Rorschach Scientific Stationary

RESEARCH PROJECT: Binary code addiction as a means of controlling the world.

HEAD SCIENTIST: Prof NORMAN NUTZ Phd, Bsc, KP.

RESEARCH EQUIPMENT: C64, Amiga A500, Crav-2.

LAB ASSISTANT: The Geek

Just 'cause he's got a hard drive 'Ed thinks he's the bee's knees. He had the audacity to tell me that nobody reads my intros (except him of course) and that they're a waste of space - by the way, how is Robin? Well, I want to prove him wrong (again) and so I challenge all my readers to drop me a line ferayoned letters are perfectly acceptable) so I can make Ed eat his, or indeed your, words. Go on, what's 15 pence between friends? Anyway, before you dash off to use mom to sharpen your favourite red everyon to the uses widen in wonder as I reveal this mouth's an among of software: Larry's back in the With of his sleazy quests to find true love among the bimbos of bad-tasterfile. Scale the dizzy heights of the Tower Of Babel in robot form as you strive to phone home. Bomb the bas ... er, ... bud guys before they drop a megaton or two on you in Nuclear War. Have a go at PPC in Might & Magic II but get it right or you II be there as a ham-role player.

Enter the in the Of Chaos with an undead accomplice and let the come of true adventuring run deep.

And if that lot isn't enough for you I give you tips galore well for Space Quest III and Leisure Suit Larry III anyway.



TOWER OF BABEL MicroProse, Amiga £24,99

he Shinarians built a tower, the purpose of which was bot to get a good view of The Pleasure Beach but to communicate with God. Unfortunately, God must have been busy, he never returned the calls. However, the ziggurat was so tall it attracted attention from beyond the clouds: a Zantorian cruiser just happened to be passing and, unable to ignore the enormous construction. came down for a better look Deciding the Shinarians needed a spot of hi-tech help they left behind three spider-like robots - a Zapper, a Pusher and a Grabber - to assist with the lower's construction:

However, as time marched on and the tower grew taller, the three robots became homesick (ahhh) and decided it was time to leave. To do so they would have to scale the very pinnacle of the tower in order to communicate with the Zantorians.

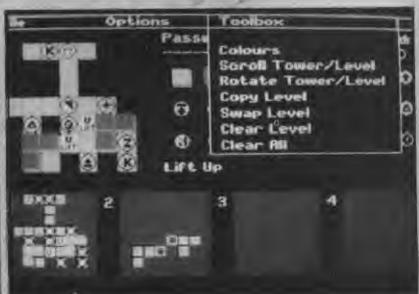
Meanwhile, the Shinanans had become possessive of the robots and were determined that they should not leave. They built obstacles and set traps in the tower in an effort to stop the robots reaching the pinnacle. The robots sussed the situation and destroyed the Shinarians... but they

still have to get to the top of the tower if they want to set home.

tower if they want to get home. Viewed through their eyes, you guide the three robots, either individually of simultaneously, as they serive to negotiate fower sections in a bid to reach the summit. Each section requires the completion of a particular task for success, varying from destroying a single object to possibly collecting 10 klondikes (robot power-pods) and destroying 20 objects within 100 seconds. Opposing Pushers and Zappers, Proximity Mines, and Time Bombs exist throughout the tower to make your life difficult. Blocks can be Pushed around and used for protection or to deflect Zappers' lasers. Landlizards, Hoppers, Watchers and Worms all wander around getting in the way. Lifts abound throughout sections, strategic use of which is usually necessary to solving problems.

Four cameras — north, south, east and west of the tower — with the capability to move left/right and zoom in/out are used to assess sections, watch events, look for hidden dangers and plan strategies.

A most interesting aspect of Tower Of Babel is the inclusion of an inbuilt game designer through which you can create your own towers to try and fox your friends.





Tower Of Babel gets tougher as you progress, there is no back

> ADVENTURE HELPLINE



Do you play computer adventures? Have you ever been faced with a seemingly impossible situation?

WE CAN HELP

Our adventure rescue team work 7 days and 7 evenings a week and will be pleased to answer your queries. Open noon till midnight. We offer help with any games or any computer – so if you are tearing your hair out ring this number now!

0898 338 933

MER Pk. 17th Hairrat Hall Road, Manufacture M/ 5-41.

inv. In a in success, the game is pure tour. An absorbing, sometimes trustrating but nevertheless brilliant strategy game. And not a hanging garden in sight.

ATMOSPHERE	83%
PUZZLE FACTOR	92%
INTERACTION	89%
LASTABILITY	88%
OVERALL	88%

NUCLEAR

New World Computing Inc./US Gold, Amiga £24.99 population and dispatching missiles or bombers to destroy enemies (this takes two turns). When all participants have completed their actions the results are shown in an almost humorous, animated, graphical display.

All countries are made up of cities, their population size indicated by an icon; a tent is a small city, a high-rise block is large. The larger a country's population the faster it can build weapons and the more attacks it can take

Enemies' attitudes toward you change depending on your actions — they don't usually take kindly to having their cities razed to the ground — and how you feel towards them. Trying to keep them tolerant of you is a good way of not being blasted from all sides before you can build up a decent arsenal

Once all cities in a country have been destroyed that country makes a final all-out assault on its enemies until its weapons are spent. Should you be the first country to fall, the remaining four go through their actions at an incredible speed until only one remains. The game-end screen is a very nice graphic of a desolate area with the victorious leader jumping up and down shouting. 'I won, I won'!

Nuclear War is easy to get into and warrants a few attempts at becoming leader of a dead world, but its simple gameplay, limited strategies and unimpressive (though nearly humorous) graphics render it poor value for money.

ATMOSPHERE	57%
PUZZLE FACTOR	34%
INTERACTION	59%
LASTABILITY	29%
OVERALL	30%

ver fancied causing death and destruction across the world? Think you could antagonise global leaders to such an attent than nuclear war would be the only way of saving face? Reckon you could wipe out the enemy before he gots you? Wait a minute though, after all the damage caused to the planet by exploding megaton warheads, even if you win you lose. Ah, who cares? Blast 'em anyway!

After choosing four adversaries

After choosing four adversaries from a selection of ten Global Leaders you each take turns carrying out certain actions in a bid to be the survivor of nuclear war. The limited actions available include building weapons, defending your country, conducting propaganda campaigns on enemy countries to increase your



SOFT A NOW TAKEN VISA OPTIONS

SOFT OPTIONS **6 HOPE STREET** HANLEY STOKE ON TRENT ST1 5BS

TEL: 0782 204269.

SALE	SALE	SALE	SALE	SALE	SALE
C64 SPECIALS	VENDETTA	C64 SPECIALS CLASSIC RANGE	C64 SPECIALS	C64 SPECIALS	CS4 DIEKS
POWERDRIFT RRP 9.99 OUR PRICE3.99	CRACKDOWN 6.99 X OUT 6.99 SLY SPY 6.98 HEAVY METAL 6.99 KLAX 6.99	GHOSTS & GOBLINS 2.99 STREET FIGHTER 2.99 STAR GLIDER 2.99 GAUNTLET 2 2.99 BUGGY BOY 2.99	BATMAN CAPED CRUS3.99 BALLISTIX	CASTLE MASTER 6.99 FERRARI FORMULA ONE 6.99 VIXEN 1.99 THE UNTOUCHABLES 4.99	NEW ZEALAND STORY 4.99
ALTERED BEAST NOW ONLY 3.99	HAMMER FIST	CHUCKIE EGG 2 2.99 BARBARIAN 2.99 W.CLASS. LEADERBOARD 2.99	CALIFORNIA GAMES 2.99 CHAMP BASKETBALL 1.99 CIRCUS GAMES 3.99 CONTINENTAL CIRCUS 3.99	WICKED 2.99 WINTER OLYMPIAD 88 2.99 THACKER 1.99	THE 812 (COMP) 7.96 SPECIAL ACTION (COMP) 4.98 CARAL 4.99 MATCHDAY 2 5.98 DEAGON WINDA 2.99
TUSKER NOW ONLY3.99	— BATMAN THE MOVIE6.99 OP THUNDERBOLT6.99 KICK OFF 26.99 CHASE HQ6.99	SPITFIRE 40 2.99 RENEGADE 2.99 PREDATOR 2.99 TOP GUN 2.99	CRAZY CARS2.99	TRIAP DOOR	OP WOLF 4, 93 RAMBU 3 4 91 RUM THE GAUNTLET 4. 90 RENEGAO 6 3 4. 95
ROLLER COASTER RUMBLER	GHOULS N GHOSTS6.99	PLATOON 2.99 PLATOON 2.99 WONDERBOY 2.99	DRAGON NINJA	NOW ONLY 3.99 SUPER SPORTS 2.99	GAMES DISKS SOLD AS BLANKS! MIXED TITLES AS THEY COME EXCELLENT VALUE
SPECIAL PRICE 2.99	IMPOSSAMOLE	SUPER HANG ON2.99	REDUCED HEAD OVER HEELS 2.99	THUNDERBLADE. 3.99 D.T'S SUPERTEST 2.99 SLAPFIGHT 2.99 SAMXION 2.99	AT ONLY ELE FOR 40 DON'T LIKE THE GAME, USE THE DISK AS A BLANK!
SUPER WONDERBOY	FIENDISH FREDDIES6.99 CLOUD KINGDOMS6.99 TURRICAN	GREEN BERET 2.99 PASSING SHOT 2.99 AFTERBURNER 2.99 LEADERBOARD 2.99	MINI GOLF	RETURN OF THE JED1 3.99 REAL GHOSTBUSTERS 3.99 SCALECTRIX 3.99	LIMITED DUANTITIES ON ALL THE ABOVE. SALE TIME AT SOFT OPTIONS - CAN YOU AFFORD TO MILE THESE.
REDUCED TO .3.99	TOOBIN	QUARTET	NIGHT RAIDER	AOBIN OF THE WOOD2.99	ALL ORDERS SENT 1ST CLASS POST. PRE UNDER ST 750 OWER ST PAP IS FREE.
DYNAMITE DUX 4.99	(YIRGIN/MAS)	ADV. TAC.FIGHTER2.99 BIONIC COMMANDO2.99 ATHENA	QUEDEX		PLEASE NOTE 60) SURCHARGE FOR ACCESS & VISA ORDERS. IN STOCKITEMS DESPATCHED BY RETURN.

SALE TIME AT SOFT OPTIONS - CAN YOU AFFORD TO MISS THESE . ALL ORDERS SENT 1ST CLASS POST, P+P UNDER £5 75p, OVER £5 P+P IS FREE.

IN STOCK ITEMS DESPATCHED BY RETURN, ACCESS + VISA ORDERS PLEASEADD 500 EXTRA.

SALE

THE BIZ R-TYPE, BATMAN, DOUBLE DRAGON. **OPERATION WOLF OUR PRICE 7.99**

MEGA MIX OPERATION WOLF, DRAGON NINJA. REAL GHOSTBUSTERS. BARBARIAN 2 **DNLY 7.99**

100% DYNAMITE DOUBLE DRAGON. LAST NINJA 2, AFTER BURNER, **WEC LE MANS DNLY 7.99**

IN CROWD KARNOV, GRYZOR, COMBAT SCHOOL, PLATOON, BARBARIAN, LAST NINJA, TARGET RENEGADE, PREDATOR **ONLY 8.99**

SALE

SUPREME CHALLENGE. FOOTBALL MANAGER, HANDBALL MARADONA. WORLD CHAMPIONS. PETER BEARDSLEYS SOCCER SUPREMEO ALL 5 GAMES 5.99

SPECIAL ACTION DRILLER, CAPTAIN BLOOD. THE VINDICATOR, S.D.I, D.T'S OLYMPIC CHALLENGE. ONLY 5.99

GAME SET & MATCH 2 SUPERBOWL WINTER OLYMPIAD 88, BASKETMASTER, IAN BOTHAMS TEST MATCH, SUPER HANG ON, MATCHDAY 2, NICK FALDO'S OPEN. CHAMPIONSHIP SPRINT, TRACK & FIELD. STEVE DAVIS SNOOKER. **ONLY 7.99**

SALE

WICKED GIANT GAMES PACK CONTAINS 50 **GREAT ARCADE ACTION** GAMES, TOO MANY TO LIST, EXCELLENT VALUE. 8.50

GO CRAZY DESOLATOR, SIDE ARMS. BEDLAM, BAD CAT, JINKS, SHACKLED ONLY 3.99

WE ARE THE CHAMPIONS. SUPERSPRINT. IK+, RENEGADE, RAMPAGE, BARBARIAN. **ONLY 4.99**

COIN-OP CONNECTION BREAKTHROUGH. EXPRESS RAIDER. METRO CROSS CRYSTAL CASTLES

COMMODORE G2N TAPE DECK RRP £44.95 OUR PRICE £19.95 WHILE STOCKS LAST

SALE

SALE

SALE

Please send me the following titles ZZ Title Cass or Disk		
		Amount
	P&P (if applicable) Total Amount	
Name Address		

Telephone No	······	

Digital Dynamite, C64 £8.99 cassette £11.99 disk

GACtd adventure. Citadel Of Corruption accompanies three other games -- a shoot-'em-up, a puzzle game and a platform game and a music demo, all for the price of one. Sounds like value for money... but is it?

Digital Dynamite's logic is not quite up to a certain Vulcan's surely packaging an odventure game with arcade-style programs reduces the potential market of either one or

other type of games player. Adventure fans don't usually venture into the arcade world (and vice versa), unless the game is particularly brilliant. However, as there's a distinct lack of C64 adventures around at present I can't forego the chance of reviewing one just 'cause it hangs around in odd company.

A mad scientist tesides within the citadel and his experiments have polluted the land near and around your village. If the experiments are not stopped your village will die through not helpe able to live off the land the arc the third to be chosen he divided to try and stop the predecessors didn't return is dominant in your mind as you stare at the uninviting drawbridge to the citadel.

Citadel Of Corruption is not bad: text descriptions are atmospheric (and I couldn't spot any speling

misstakes) and graphics are good. However, some of the ideas are odd, for example: doing the right thing with the right object brings a Zombie to life. He's so grateful that he follows you about everywhere undertaking (good word) the odd task for you. There's nothing out of the



IORE 64 REPAIRS AND SPA

TELEPHONE 0457 866555 0457 867761

eplacement

Power Supply

only £35.00

+ £2.35 p+p

Units

MANCHESTER CITY CENTRE BRANCH NOW OPEN FOR WHILE YOU WAIT REPAIRS MON - SAT 10-5

VISA.

OUR COMPUTER REPAIRED

FED UP OF WAITING WEEKS FOR YOUR COMPUTER TO ARRIVE?

THEN WAIT NO LONGER-The VideoVault have been servicing C64 since 1982, we are the no. 1 Commodore Service Centre servicing 1000's of machines each week.

WE DON'T JUST REPAIR YOUR COMMODORE 64-we check loading, sound, memory, colour, in fact fully overhaul your computer for only £40.00-which includes all parts, labour, VAT and return postage + packing - NO HIDDEN EXTRAS. Your Commodore 64 computer will be repaired to give you years of troublefree enjoyment, iplease note power supply units are not repairable and would need to be replaced. These are available from us at £35.00). COMMODORE 64/VIC POWER SUPPLY UNIT



Ltd

Send your computer now to-VideoVault Ltd, Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA

Telephone: 0457 866555/867761/869499 Head Office & Credit Card orders, queries. Manchester 061-236 0376 while you wait repairs & spares centre only If we find the computer is unrepairable due to tampering the will be a handling charge of £10,00:

THE VIDEOVAULT COMPUTER COMPANION EDITION HOT OFF THE PRESS

New bigger catalogue now available containing over 3,000 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3 x 1st class stamps for your free copy. Over 25 pages full of top quality products delivered to your door by return post.



OPEN 7 DAYS

WEEK

Copyright VideoVault Ltd No 092072 WE NOW HAVE FAX: (0) 457 868946

ordinary — for an adventure game—in this but certain actions performed by you are simultaneously executed (another good word) by the Zombie. At one point you swing on a chandelier to get across a room, the mental picture of both you and your undead friend hanging on to a crystal lampshade as you fly gracefully from one baleony to another is interesting to say the least. Also having both of you squashed into a dumbwaiter trying to reach the kitchen conjures up an arousing image... well it did for me.

Exploring the citadel — and trying to find a reason for having a live, beating heart in your hand — is interesting and challenging and, even

though the save-game facility didn't work on my copy, I'm sure I'll return soon to sort out that mad scientist.

Unfortunately, the mixing of game styles in the Gems package renders Cuadel Of Corruption an expensive adventure; the areade programs are definitely not good enough to get me to dust off my joystick.

to dust off my joystick.

These marks are for Citadel Of Corruption alone.

ATMOSPHERE	-	69%
PUZZLE FACTOR	- 5	65%
INTERACTION		59%
LASTABILITY		60%
OVERALL	-	61%



LEISURE SUIT

Sierra On-Line/Mediagénic, Amiga £39.99

fter saving the tiny island of Nontoonyi from the netarious dueds of Dr Nonookee all you desire is a quiet life with your wife Kalaha in the idyllic setting of your mansion on the island. Unfortunately, civilisation has come to the island. Where once golden sands cascaded down to azure-blue lagoons and beamiful jungles sprawled luxuriantly, hotels reach up to polluted clouds, oil taints the sea and big business has a firm grip. However, all this modernisation doesn't bother you too much, if it hadn't arrived you'd still be living off the land and residing in a mud hur. Now you have a mansion and a good job at Natives Inc. Life is bliss... but not for long!

As with the two preceding LSL games you don't have much idea of the plot and have to play the game a while before a story unfolds. In this case, without wanting to give too much away, you find your wife in the arms of another. Theown out on your ear it's up to you to survive using your wits alone... could be a short

Before the game begins you're warned that pixelated mudity is used which may be offensive to some players, you have to confirm that you want to play (a bit silly really 'cause if you didn't want to play the game you wouldn't have bought it in the first place!). You're then invited to onter your age and prove it by answering some questions. The older you are and the more questions you

get right, the raunchier the game is to play.

Larry begins the quest in a spot dedicated to his defeat of Dr Nonockee. A gold plaque detailing his daring deeds glints proudly in the tropical sunshine. However, looking through the nearby sightseeing binoculars could give you a view of more than you bargained for. This action, although immoral, gains points and indicates how you should behave to progress (ie maightily). In fact, you're guided through the first

few scenes of the game — sometimes by a not very subtle pointing funger — but once you've got an idea of what's expected of you you're more or less left to your devices.

Using mouse, keys, joystick or a combo of all three, you steet Larry through his little 3-D world. A visil back home and then, following a quick change into the leasure suit we all know and tove, it's off to Natives Inc where the game really begins.

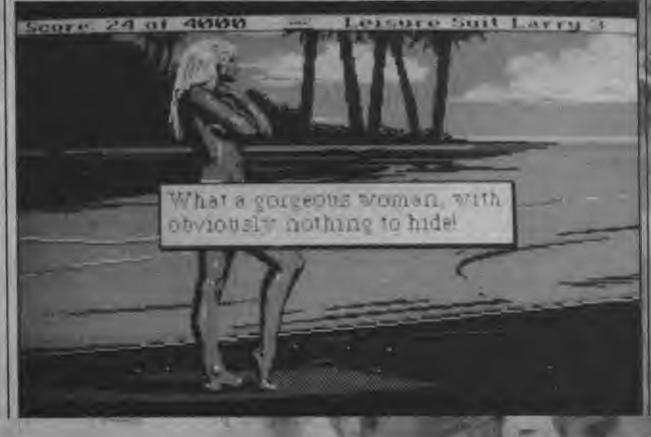
Make up your mind you're not going to be offended by the garne and LSL III will have you rolling around on the floor... laughing, that is. Some of the antics Larry-gets up to and situations he finds himself in are hilarious.

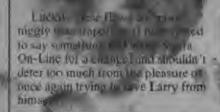
Eventually you get to play the part of Passionale Patri who falls in love with the leisure-suited lounge lizard but, due to a misunderstanding, Larry goes off into the jungle to lose hunselt. Patri faces the dangers of bumboo lorests, rapids, waterfalls, ravines. Feral Pigs and lesbian

amazons in her quest to get her true.

Sierra On-Line have produced yet another excellent an mated adventure... but it has its flaws. Dame credits slowly fade in and out on certain screens which — as time car read this information in the packaging — do nothing but slow, animation down.

Game speed year really than when there's a lot happening orwarden which, when all you won't a hair get across a location, is frustration. There are references to the game's creation throughout the game appreciate their skall appr





ATMOSPHERE		81%
PUZZLE FACTOR	147	79%
INTERACTION		81%
LASTABILITY		77%
OVERALL		80%



MIGHT MAGIC II New World Computing Inc/US Gold,

Water, Air and

he kingdom of Cron was in the lently during a is builde the four hts. Fire

Amiga £29.99

Earth, However, the fighting stopped when Man arrived (unusual) and displayed his contempt, even mastery, of the elements. Only in the extreme could the four elements farm humans and this fact, coupled with man's skill in matters magical, battished the elemental lords from direct interaction with Mankind,

One elemental lund was particularly miffed at being pushed uside and vowed revenge; he plotted,



' Protect Day= 17 | Year= 900 Face= H

Ordigon, the elderly innkeeper, rubs his bushy white mustache and says, "He have cozy, warm beds Sign-in (g/n)?"

schemed and studied sorcery until he had power enough to summon a great dragon. The king of Cron realised how much of a threat the dragon was to his land and set out to vanquish it: the dragon wiped the floor with him! The king's battle plan was to protect. himself from the dragon's fire with a shield of water but his spell backfired and he fried. Also, his attempt at creating a magic shield caused a flood which not only drowned the dragon but effected a change throughout the land, a change so vast it led to regression and the ultimate downfall of Cren's civilisation. Chaos reigns... and guess who's gonna get wet!

Might & Magic II is a role-play game which puts you in charge of up to five teams of adventurers with a maximum of eight members in each. You can either choose members from those provided or spend many a happy hour creating your own using characteristics such as Statistics, Class, Race, Alignment, Sex, Status and Secondary Skills.

Four windows inform you of your current situation (although these change to one when viewing a character or in mapping mode). They display your view ahead and characters encountered, current options, date and time and your team or text messages.

Five towns nestle in the runnoil of. Cron and Middlegate is the one where your adventures begin. In towns you find weapon shops. temples for curing the wounded and obtaining spells — spells for both clerics and sorcerers are many and varied —, training arenas and many other buildings which may or may not conceal something of interest. There are also plenty of potential enemies wandering the streets.

Your band of merry muckers may be arranged in any order so that whichever of your party best suits a particular situation is ever to the fore. This is also useful if a party member has taken a lot of blacker may be sent to the back of the party where it's relaxively safe.

The combat system is quite good and it usually less you run away—very useful when you stamble across a camp of 300 blood crazed ores. It's also fast so there's no time to make a cup of tea while enemies decide how to counter your moves.

Outside of towns a wilderness exists which is interesting to explore and features mountains, woods, cryptic messages, castles and again plenty of enemies to keep you on your toes. Graphics are animated and quite nicely drawn although you may get fired of seeing the same blacksmith in every town and the same barmaid (who drinks like a fish) in every tavem. There was no sound in the version I looked at.

Although there doesn't appear to be an ultimate goal in M&M II you are given the odd quest to tackle to enable your party to build up experience, weapoury and gold reserves. One annoying feature is the restriction of only be able to save a game at times. This idiosyncrasy can be very frustrating, especially if you've been on a binge in the wilderness and are about to enter a town after gaining lots of gold and experience points and you get wiped out by an attacker before you make it to the inn. I don't understand the logic behind this idea, all it did was make me use the off switch before I otherwise might have done.

Although M&M II is polished to

Although M&M II is polished to fairly high sheen and is interesting to delve in to it's not a thinking player's game, but if you like a lot of mapping interspersed with the old back'n slay bout then you Might think this RPG Magic.

ATMOSPHERE	73%
PUZZLE FACTOR	67%
INTERACTION	711%
LASTABILITY	78%
OVERALL	72%

	Mini Rex
	Hove Back Turn Left Turn Right B Bash Door C Controls D Dismiss E Exchange O Quick Ref H Rest S Search U Unlock U View Char
You surprised t	
1) Shakabuku /10	

MUSIC X + MIDI INTERFACE ONLY E129.99 BLOODWYCH + DATA DISKS C14.00

SIM CITY + TERRAIN EDITOR £22.99 ESCAPE FROM SINGES CASTLE+1 MEG UPGRADE ONLY 264.99

AMIGA SPECIALS		
Baal7.99	Cybernoid II4.99	
Menace	Notherworld4.99	
Ballistix	Shadow of The Beast 17.99	
Deluxe Paint II	Tank Attack 8.99	
Football Manager #	Question of Sport4.99	
Football Manager # Exp Kit	Passing shot4.95	
Time & Magik7.99	Hunter Killer4.99	
Rocket Ranger9.99	Daily Double Racing 9.99	
Dragon Spirit	Photon Paint II24.99	
New Zealand Story7.99	Interphase	
Shufflepuck Cafe7.99	Phobia	
TV Sports Football 12.99	Centrefold Squares7.99	
Galaxy Force 4.99	Powerdrift7.99	
Brian Cloughs Football 5.99	Aftered Beast7.99	
F-18 Interceptor	Superwonder Boy9.99	
Eliminator4.99	Dynamite Dux	
Fish7.99	Millenium 2.2	
Trivial Pursuit	Laser Squad	
New Begin	Tank Attack	
Trivial Pursuits9.99	Elite13.99	
Saint & Greavale4.99	Gunship13.99	
Kristal9.99	Micro Soccer12.99	
Emmanuelle7.99	Carrier Command12.99	
Lords of The Rising San 11.99	Blood Money8.99	
Speedball8.99	Terrorpods	
Batman The Movie9.99	Photon Paint II24.99	
Hunt For Red October 9.99	Paris Dakar Rally9.99	
Galdragons Domain6.99	Spy vs Spy 1	
Pacland		
Pacmania	Spy vs: Spy 3	
Starglider II7.99	Fernandez Must Die4.99	
Seconds Out	IK+	
Joan Of Arc7.99	Treasure Island Dizzy4.99	
Hollywood Poker Pro7.99	Italia 90	
Blasteroids	Gold of Realm (1 meg)7.99	
Nebulus4.99	Chin of Health (t mod) 1111 240	
House of the state		
The same of the sa		

TOP 30 AMIGA

Their Finest Hour19.99	Operation Thunderbolt
F29 Retaliator	Chase HQ
Mid Winter18.99	Hard Orivin
Klax12.99	Chaels 'n' Ghests
Cyberball12.99	It Came From The
Ivanhoa 16.99	Desart (1 mag)
Damocles	Turbo Dutrun
Shorman M416.99	Space Aco
Leisure Suit Larry 326.99	TV Sports Backethall
Castle Master14.99	Dragons Breath
Pirates 16.99	Man Uld
588 Altack Sub16.99	Rainbow Island
Ultimate Golf	Player Manager
Xenon II	X-Dut
Xenom II	Congerer
Ninja Warriers	Escape From Singes Castle 27.99
mark manners and and and and and	ALCOHOLD TO THE REAL PROPERTY.

SUPREME CHALLENGE Only £19.99 Fight Command Stree Fator Harries. Say For it Landacter. Historians; Skychian

COMPUTER HITS II

Tetris, Black Shadow, Golden Path, Joe Blade

WORLD CUP 90

TRIAD 3

Rocket Ranger, edball, Blood Money

TRIPLE PACK

Hostages, Purple Saturn Day, Kult

COMPILATION Dely £14.99 Kick Off, Trackson Manager International Soccer

PRECIOUS METAL Only £15,99 Captain Blood, Xenon, Arkanoid II, Crazy Gars

MAGNUM 4

Afterburner, Double Dragon, Operation Wolf, Babman The Caped Crusade

UGHT FORCE Only \$16.99

Bio Ghallenge, IK+, R-Type, Voyager

AMIGA CLASSIC COLLECTION

on Lord	1. Jones The Adventure . 16.99
omber19.99	Kick Ott
hostbusters 2 16.99	Falcon Mission Disc 13.99
uper Cars (Gremlin)16.99	Populous16.99
ro Tennis Tour	Populous Promised Land 7.99
faniac Mansion17.99	Super Cras (TD II Disc) 8.99
uropean	(TD II Disc)8.99
hallenge (TD2)8.99	(TD II Disc)
lungeon Master (1 meg) 16.99	Muscle Cars (TD II Disc) .8.99
lungeon Master Editor 7.99	F16 Combat Pilot 16.99
attlechess	Future Wars
colossus Chess X12.99	Hound Of Shadow 16.99
leve Davis Snooker 10.99	Kick eff Xtra Time6.99
lings Quest Triple Pack.24.99	Sim City14.99
alcon19.99	Austerlitz
light Simulator26.99	Jamping Jackson14.99
ombard RAC Rally 15.99	Drakken14.99
cenery Disk 7,9 or 1113.99	Keel The Thief
Var in Middle Earth 13.99	Sards Tale 1
Tobocop16.99	Marble Madness7.99
Valerioo 9.99	Battle Hawks 1942 16.99
Sattletech16.99	North and South10.99
Wayne Gretzky's	Oillimporium4.99
lockey	Pipemania14.99
eluxe Paint 354.99	Gravity
Jeluxe Scrabble13.99	C/Ship Boxing Manager . 12.99
Dragon's Lair (1 meg)26.99	Bridge Player 2150 19.99
lard's Tale II	Lost Dutchmans Mines 14.99
errari Formula 16.99	Kid Gloves16.99
Grand Prix Circuit16.99	Fire Brigade (1 meg) 19.99
Jitima IV16.99	Flendish Freddy16.99
Cak McKraken16.99	Red Lightning19.99
ergotten Worlds13.99	Twin World
lest Drive II	Stunt Car Racer 16.99
Gunship12.99	Drum Studio4.99
Shoot 'arn up Const Kit19.99	Capt. Blood
Balance of Power 1990 .19.99	Sidewinder 2

COMMODORE SPECIAL OFFERS

Firezone2.99	Hyperaports2.99
Speedball	1K+
Bombuzal2.99	Ghosts n Goblins2.99
Pacmania3.99	Dragons Lair 2.99
Football Manager II3.99	Thunderbirds3.99
Running Man	A.P.B4.99
Afterburner	Continental Circus4.99
Brian Cloughs Foothall 3.99	Powerdrift4.99
Time & Magik cass/disc3.99	Altered Beast
Blasteroids1.99	Super Wonder Boy 4,99
Trivial Pursuits	Head Coach2.99
Trivial Pursuits New	President2.99
Begining4.99	Ballistix
Dark Castle	Thunderblade
Phobia	Fighting Soccer3.99
President is Missing3.99	Pirates Disc
Hunt for Red October4. 99	R-Type Disc
Paciand	Myth Disc
Passing Shot	Ikari Warriors Disc6.99
California Games3.99	Altered Beast Disc6.99
Galdregons Domain4.99	Powerdrift
Laser Squad	Question of Sport Disc4.99
Mini Golf	3 Stooges Disc
Annals of Rome3.99	Pacland Disc4.99
De Ja Vu Disc	Pacmania Disc4.99
Citade	Afterburner Disc4.99
Bored of the Rings3.99	Apache Strike Disc4.99
Paperboy	Ghosts n Goblins Disc4.99
Malchday	L.A Crackdown Disc4.99
Combat School2.99	Tracker Disc
*!kart Warriors2.99	Road Warrior Disc4.99

COMMODORE 64 TOP 20 MOVERS

International 3D Tannis 6.99 10.99	Ghostbusters II
Carrier Command10.9912.99	Ghouts n Ghests
Batovan	Kick Off
Gazzas Soccet 6.50 9.99	Oan Dare III
Repocop	Hammerfist
Hard Drivin	Castle Masine 5.99 9.99
Turbo Outrain	Operation Thunderbolt 6,99 10.99
Double Dragon II 5.99 10,99	Rainbow istands 6.99 10.99
Chase H.O	Turrican
Bombor9.9912.99	X-Out

SOCCER SPECTACULAR
Only £4.99 Disc £11.99
Pater Beardway's Soccer.
Football Manager, Soccer Supramo
Hamball Manadona, World Chamipto

THE BIZ

Only 29.96 Disc 212.99 R-Type, Double Dragon Operation Wort, Batman Caped Cruseder

Elite, Ace, Sentinel, Starglider, Tetris **TOLKIEN TRILOGY**

The Hobbit, Lord of the Rings. Shadow of Mordor

WORLD CUP 90

COMPILATION
Only 27, 36 Disc 211, 99
Tracketer Manager, Gary Line
High Strot

THALAMUS THE HITS

Welst Secr Red Stan Tank Grad Test Eupi Calli 1.0

SUPREME CHALLENGE ly £4.99 Disc £10.99

Only 28,99 Disc 213,99 Hunter's Moon, Que-dex, Hawkeye, Armalyto, Delta, Saroton.

30 RED HOT HITS only on-99

Shoptoursers, I-Ber, F. A. Cap, Park Rebot, Agent X, Torsen, Kane, Hervey Hundratign,

I. A. Savat, War Care, Herein Messler, Tarcan, Resposin, Jerry Hamster, Olive & Lise, Orold B.

Ricconet, Magnetine, Zepy, Monthess, Especing Feet, Samone Warrior, Des Dare,

Mayntery of the Mile, Formula 1, Mag Apracarygine, Brean Jack's Seperator Occasiongs, Final

Tan Celli, Programme.

COMMODORE CLASSICS

- Christian Commission	CASSDISC	Ninga Warriors 6.90 10.99
m Ghost	10.09 10.09	Prem Pegania
001		Sim Cily
a Champions	6.99 10.09	Risk
Qr	6.99 10.09	Shaut Em Up
tume Ranger	10.99 13.99	Construction Kd
hip.	10.99 13.99	Times of Lace
verback		World Tour Golf 2.99 5.99
in Middle Earth	5.99 10.99	Zak McKraken
same Chess 4		Pirates
ssus firtidae	8.99 10.99	PowerfirM
es of the Lance	7.9911.90	Continental Circus 4,99 5,99
non Minja	6.65 10.90	Myth 4.99 5.00
Dangerpos	6.99 10.99	Soure
WORTH,	6.9910.99	Retrograde
s of Radiance	N/A 17.99	A.P.B
Fill opening territor	N/A 14 99	Block Tiger 6.99 19.99
as of Azura Books	N/A 17.00	Bewarley Hills Cop 6.99 10.99
igli	6.99 10.99	Deluze Scrabble A 99 11.50
at Service		Dr Dooms Revenge 4,99 10.99
rd Oregens	10.09 13.59	Dragon Spirit
net Stewith Figinier.	10.99 13.99	Steat Thomas
Storm Wisking	10.2913.99	Ferrari Formula 1
I Car Racer		Dragon Wars
- Attack	9.99 11.99	Ganship
ad Pala Circuit	5.99 10.90	Grand Prix Circuit 6.99 10.90
Drive III	6.99 17.09	Untouchables 6.9918.96
er Cars (F.O.II)	N/A 5.95	New Zeland Story 6.99 10.99
Itunia Challenge		Space Reque Diac
II area morristori	M/A 6 9/9	Serve & Volley Diss N/A 6.95
dis Tate 9	2.99 6.99	Rommel Ovac
ds Tate III	M/A 12.99	Rossia Disc
fa Tale III		Sim City N/A 13.95
optidue	6.99 10.99	T.V Sports Feetball Disc N/A 13.99
gon Warn	WA 12.99	Forgutten Worlds 5.99 10.96
ye Hugher Songel	6.99 10.99	Raca Em
mes Lauf Crysade	5.99 18.99	Panzer Battles Disc
M Simulator III	12.00 26.99	Shingbi 4,99 10 9
k Michtaus Golf		Mavis Bancore Typing N/A 28.99
горгози Ѕостот		Fun Schonts Under 6, 6-8, 8+ 6.96, 9.99

41 SOUTH STREET, LEIGHTON BUZZARD, BEDS, LU7 8NT TEL: 0525 377974 FAX: 0525 852278

ORDER FORM Please supply me w	with the following fo
Computer	
<u>Titles</u>	Price

DATE:	
NAME:	
ADDRESS:	į
***************************************	į

.....Post Code..... TEL:

ZZAP JULY 90

Please make cheaues & PO payable to Turbosoft

Orders under £5 please add 50p per item. Over £5 p&p FREE in UK. Elsewhere please add £1.50 per item. N.B. Please state clearly mode of computer & also cassette or disc when ordering



ATH DIMENSION (Howson)

Cyberdyne Warrior

24:965 Shalf Wooldinger, Challendor 17:835 Philiping, 2ZAP! Towers 15:125 Shalf Wymn, 2ZAP! Towers

Head The Ball 33 660 Rob H. 2ZAPI Towers 32 900 Scot Weskrudge, Chefu 39,370 Pm King, ZZAPI Towers

Mission Impossibubble 62,500 Stuari Wyshin ZZAPI Towers 57,000 Rob H. ZZAPI Towers 53,000 Phil King, ZZAPI Towers

Insects in Space 224,490 Robin-ZZAFI Towers 34,730 Swari Wymis ZZAPI Towers 18,680 Phi King, ZZAPI Towers

ALIEN SYNDROME (Ace)

360, 500 Bref Coor Crossley, Flothwell Leed, 250,500 Martin Lindsay, Geraction, Australia 123,610 D Eremins, Semilara Lindon Ets.

APB (Tengen Domark)
75,690 (Oby 11) Len Logg Walley, W Mids
56,77) (Oby 16) John 15, O.D. Carrier Welley,
Garden City

(Amiga) 70.540 (Day 17) Shever Pinson Chelmston

Esta: 72 505 (Day 19) Frohard Fowler, Biggin Hill Kent 70.000 (Day 141 Jamie Aldren, Maciel

ARMALYTE (Thatamus)

60 927 900 Rich Ellis, Transmission, Schware 59,672,200 Col & Grony, Rosydalin, Lents 95 177,900 Andrius Rawley, Billensay, Eases

BATMAN THE MOVIE (Ocean)

I, 179,500 Paul Berry me oou dure. Pro Halle I, 478,470 Meil Harch Milling, Cri Dublin I, 243,760 Richard Benthy Hilling III. W Yorks

rAmgin 760:000 Chris (M.C., ib) istoric Friend Holland 624:342 Ian Perryman, Psympum 615,170 (Sompleted) Chair, and Jusco

BATTLE SQUADRON (Electronic Zoo) (Acon

g 440,600 Lumler Deal men 2 235 025 Uhm Ashar Belder, Delbyn 2 144,875 Jinnay Gustatson, Swader

BUBBLE BOBBLE (Fire birg)

12, 112, 160 Simori Pri i as Grassilvidi Badi 9,390 3 10 Jumes Chin, Welton, Liverpaki 9,764 260 Jur Moglar, Stimewhere

15) 930 Laurence Castia Northolt Wiens 93 070 Julie Farrow Burrowletii Lance

CABAL (Ocean)

Notingram 166 FBO Mad Man Mark Ashtar Mancrest 150,491 (Completed) Romad Fuelian Parth Gamusian Surréy

It's nice to know my fans still care: thanks for the compliments, I love being called Scumlord and Smelly. Furthermore, we have some illustrious names reading this page including the devil himself. Yes, Lucifer is alive and well and living in Kent — now that's my idea of helil But what is John 'Gav' Gavigan of Blackburn on about when he says, 'Give yourself up, crime doesn't pay'? Luke Povey has a better idea though: there's no better aperitif than nall varnish remover.

Before I go, I must give the obligatory helios to: Chris, Alun Andy Carrott, Marc Falloon, Timmy Holmes, Emyr 'Current Bun Head' Wyn (any relation to our Ed?), Sam 'Eagles' Musk, Ross L, Stu A, Nick E and Des P. That'll be five quid each, all mejor credit cards accepted!

One more thing: will Craig and Sarah of Hull please tell me what they were doing to get a score of 944,420 as they didn't say which garne they were playing (although I have a few ideas).

CASTLE MASTER (Incentive Domark)

8 201,250 (Samplishin) Key, Magister Bawley Burnsley, Siyalka

CHASE HO (Ocean)

18 980 680 (Completed) Michael Emil Michael East Michael Scottand 15 195 619 (Completed) Michael Batter, Brombolough, Winni, Mersuyaide 11,001,969 (Completed) Brian Leany, Co Co 10,199 01 : (Completed) Almaid Gre Tistord

CAniga) 9.999:973 (Licinpleted) Martin, The Mittin Calladine, Resolving, 7.246:560 (Completed), Closery Gallacter 7.246:560 (Completed), Closery Gallacter

Resolving 4,421,430 fad Perrymon, Flythou

CITADEL (Electric Dreams)

1,237,730 Mark Claments, Kebining, Norm 7,45,920 Andrew Roberts, St Melens, Ever

DENARIS (US Gold Rainbow Arts)

562 320 (Comported Chila (Megablasia) 1.562 320 (Garantee) of Allegeria Research Mediana 1.504 849 (Comprehed Shanen Bladgeon Wythershows, Mancheste) 1.250 510 (Completes) Katampal Jos Cokri-Hesser Media

DOGS OF WAR (Elife) DAVIDIN

34) 905 (Cartipletod) Jimify 5 istalsson Malby 2-15-900 (Campieles) An to vid Witting Holland 2-19-900 (Cambieled) Rivoc V Cheghini Rosimona Hollang

E-MOTION (US Gold) (Amount

Completed (156,40th Stave Pather Chair Level 3.7 (127),650). Liz arei Evigli isioni Lizven 29 (76,930) filoli Azir Phili, ZZAP: Jouwes

FIGHTER BOMBER (Activision) (Amiga

1327 Successorit Stu ZZAP Tower IF 15 1327 Mad Bomber Hogg, ZZAP Tower IVI Speni

GHOULS IN GHOSTS (US Gold)

La64 SiC Nathan Roes, Lyncoett Cavart L 171 890 (Chirty, Ind) Silmon Hydeon Hillingaon, Midax L 125,100 (Completed Fub Phall Enst Kilbride

HARD DRIVIN' (Tengen Domark) (Amga.

70°976 (Time 1 97'99) Antonia Auralia 8/MHz.vy, Ejisev 41,445 () 49,68) StylLingsell Ellentwond Eisse 90,780 (200) Hoo H. ZZAP Tryvors

INTERNATIONAL KARATE - (System 3)

sek 900 Str. Murkey, Bootle, Merseyad 365,100 Milotin Smith, Ashtoricke, Sund 343,300 John Falmiw, Binhawtont, Lans

IVANHOE

JUMPING JACKSON (Intogrames)

PS 451 Pelar Hille Grandsman Korn 58 Iza (Guiroleteo) Graent Tensolog Farchills, Bromwind, Edge 52 512 (Gord, In el Kin, Gurnison Bow Bottsley, 5 Miles

NINJA WARRIORS (Virgin)

203,5=0 (Domolelea) Edward Fiolchia Aei Undur Lymo Manchester 177,320 Luke Povey Weindsworth conduct 161 (TD (Complete)) Stern Britany Basingstoke Harts

(Amign) 144-450 an Penymon, Prymon 1 145,050 amin'ny Euslals am Sweden 170,600 Marcos, The Mune Simple Norman, a Minda

OPERATION THUNDERBOLT WATER

z 680 200 san Penymun, Prymoch 2 571 200 (Camplered) Duninf D Son British

PATFREEDOM FIGHTER (Firebild) (Alvayo

1 939,000 Steven Delory Hallsham, E.Sussian 242 264 Philipping, 22APhilippin 208-142 Jan Perryman, Physical

PIPE MANIA (Empire)

LG31 x50 (Layer of wire lone round Dagerthan, £150) 65,070 (Level 22) Thomas Murhews Entition ma

oAtrogas) 109,000 ainm ny by 1015, po Sweger

POWER DRIFT (Activisium)

102-340 P.Arti, Deligios, 7st Office (84-950 Poli Halliant, Shohan Calliery C.

7grogen 194640 an Tiger Glost - Corper n Hello from Plast a mer resident ALL 6

erngal 877-382 Arroy I Munt Swatzert Eige-969-393-87 mg Still Gee, Wasselest VI

RAINBOW ISLANDS

(mag); 994-090 жыда үүүлэг, шайлын 171-10 мл Хирус ис Росси 172-167-065 (1764-1794)

RETROGRADE (Thalamus)

1. (QZ 3) II ("S. mislamin" Lung Devicet Stra

SAMURAI WARRIOR (Firebird)

3 CSL Bot Look I also hig Rumph upong 3 42 Fe ton Verstigher Authbald English 1 Wellemburger Appears Devision

STRIDER (Capcom)

. d - GO / Commonton don Typesh (progradu Elle Third commonton o Baylander in James

, Amuja 1 E. (7 S. S. Fluit Bull No. 4 - Norman 7, M. July G. Omsteller S. 4 - 1 St. 4 - 9 W. Vanks 30) Und (E. omsteller) Dannel Portugal Boston

SWITCHBLADE (Green in) Amig

251 170 Smo Wilson Winterfor tti giro Jimer , G., Units on Swederi

TEST DRIVE 2 (According

Completed Way NE 101

(Amigu) 160 132 (Gymolelen Mait H. Au Barks, Story Herts ngg garapat bahalan manya menda Masarana bahan

TURBO OUT RUN (US Gold)

The World Line Man Arms Market line

THE UNTOUCHABLES (Ocean)

IS MERCENARY II BY PAUL WOAKES

AND FINALLY

FOR ATARI ST & COMMODORE AMIGA £24.65

Copyright = 1990 Novagen Software Ltd 142 ALCESTER RV DEIRMINGHAM B13 8HS 021-449 9516



AN INVITATION TO JOIN THE WINNING TEA

Ocean ... Europe's leading software publisher is expanding its development facility once again.

We are seeking experienced programmers and graphic artists to join the in-house team working on the most exciting projects.

Don't delay - if you're practiced in Z80, 6502, 8086 or 68000 assembly language or have the creative ability to interpret visual images into computer graphics this could be the career opportunity of a lifetime.

Successful applicants can be assured of an excellent salary and generous productivity bonus.

Please contact Gary Bracey on 061-832 6633 or Fax 061-834 0650.



Moncunian giants Geean dominate software sales as easily as nearby Liverpool command football. As the hazy, lozy days of summer come upon us they aren't letting up on the pressure any. STUART WYNNE spoke to Realtime's Ian Oliver about the follow-up to Carrier Command, while ROBIN HOGG took to the coin-op trail again with Smart Egg, Teque and Software Creations.

THE MAN WITH THE GOLDEN GUN

Data East have been in coin-op biz from the word go, with the likes of Kung Fu Master paving the way for more recent smashes such as RoboCop and Midnight Resistance. Their latest is Secret Agent, which takes them into the world of classy spies, world-threatening madmen and gorgeous women. Appropriately enough Ocean have headhunted one of the slickest programming houses around to handle the project, namely US Gold veterans Software Creations. Bionic Commando, LED Storm and Ghouls 'N' Ghosts show what they're capable of.

The Secret Agent plot revolves around terrorists taking over Washington DC, plunging America into crisis. A mad leader (no, it's not the Scorelord) is preparing a nuclear missile to threaten the world. So 'send for XXX' is the cry. (XXX? Well you input your agent's code number at the start, and a certain code ending in '7' is probably as good as any.)

Secret Agent begins in spectacular fashion as XX7 skydives into work, battle enemy agents on the way down. He lands near the Abraham Lincoln memorial for some fisticuffs. Survive this and load two offers something completely different, namely a high speed motorbike chase after a limo. The next load is a bit wet, with XX7 scuba-diving in search for an entrance to the Madman's citadel. Finally our hero, missing only the dinner jacket from his evening attire, takes on the terrorists in a RoboCop-style shoot-'em-up. And, of course, along the way there's plenty of superbaddies ranging from diving bells and sharks to tigers and even Odd Job himself

To help XX7, XXQ provides plenty of weapons including a harpoon gun and — best of all — a Golden Gun built up by picking up special pods. Obviously this guy seems to be a better Bond than Timothy Dalton (but who wouldn't?)

musicians Tim (Ghouls) and Mike (LED), is in charge and created over ten tunes long before programming started. It's been a big project, because alongside the standard home computer versions they're programming Nintendo and



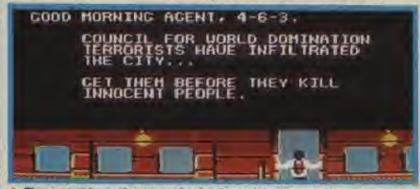
▲ Jet-packers make Secret Agent's level two quite exciting. (C64)

Considering the size and variety of the coin-op it's no surprise Software Creations have assigned plenty of people to the project. Programming for the C64 game involves two budget specialists, Mike (Peter Packrat Ager and John (Kendo Warrior Buckley. Graphic support comes from Martin Holland and Chris Collins, who have excelled themselves with the Abraham Lincoln scene. As for the Amiga conversion, it's safe in the hands of David Broadhurst and Andrew Threlfall who've handled all of Software Creations' previous 16-bit work.

Gameboy (handheld Nintendo) versions.

According to Mike Ager, the hardest part of programming the C64 version was 'getting the gameplay right and just coping with the number of sprites on the line (up to 16 in all); the parallax was a simple matter for me to do, I presume Ocean liked it and don't want it taken out. This is particularly impressive in the underwater level with at least five layers at top and bottom, whereas in the coin-op there aren't any at all!

My only reservation is that the coin-op's gameplay is a little unsophisticated but Software Creations aim to



There must be easier ways of going to work in the morning.

Secret Agent. (C64)

A bettlefield map can be called up at any time — it's very easy to get lost otherwise.



But what we all want to know is who's doing the music, and how on earth can it follow up Ghouls? Well this time Geoff, brother of fellow

produce a faithful translation for both machines with endlevel screens, start-up sequence and animated end-scene (including the 'Winners Don't

Use Drugs' logo, which is rapidly becoming the norm for coin-ops and even on Atari Lynx game packaging!).

ADIDAS CHAMPIONSHIP FOOTBALL

This was previewed about six months ago as Adidas Golden Boot, another troubled Ocean France project. The C64 version is in the hands of Smart Egg Software, who did the Z80 versions of MicroProse Soccer. There's no management, just all out footie with 24 teams out to win the imaginary Adidas Cup. Four formations, substitutions and individual stamina add some depth to this overhead-view game. What's more, the ball isn't Superglued to your foot so, like Kick Off, you have to line yourself up, select power and make the



An exterior view of your supertank. Battle seems set to far surpass the limited 3-D view of the Archimedes' Conqueror.

feature with sirens blaring all around. Take a look here and just sit tight. It's coming very soon indeed.

▼ Going for goal in Adidas World Championship Football. (C84)



shot. There's also some nifty animated scenes for free kicks, goal kicks and penalties. These are just small graphics which appear in a corner of the screen. Music is by Matthew Cannon, and most un-footballlike, thankfully.

MIDNIGHT RESISTANCE

Following the announcement four issues back, Special FX have been beavering away on Data East's ace Midnight Resistance, a two player romp through nine levels of alien mayhem (now that's a new one). Some truly awesome end-level guardians steal the show in the coin-op as the one or two warriors total Circular Saws, Battleships, Jet Fighters and King (Big Head) Crimson himself. Little has been seen of the C64 version yet, although the Amiga game is coming along great guns. The ammunition store is a particularly well executed

REALTIME REVOLUTION 2

The long awaited sequel to Carrier Command boosts a great new graphics system of course — but also aims at being the ultimate mix of arcade action and tactical planning. Realtime co-founder IAN OLIVER explains why it's been so long, and just how awesome it will be.

When it finally appears Battle Command will have been in development for almost two years, design work starting just as Carrier Command was being finished. However, Realtime would protest this isn't an entirely accurate view of things. Tank Command, as it was once loosely titled, was a much different game when Telecomsoft employed Realtime. In those days it was much more of a follow-up to the strategy biased Carrier Command. Once Telecomsoft were bought out by simulation specialists MicroProse, the

American company put forward plenty of ideas to make the game more of a 'MicroProse product'. This wasn't at all the direction lan Oliver wanted to go in.

'I can honestly say I've never played their type of games... the type of game which concentrates on realism, even at the price of excitement has never appealed to me.

What's more such changes would set the game up in direct competition to MicroProse's own definitive tank simulator Abrams M1. A cordial parting of the ways was in order, and about six months ago Ocean took the project over, lan was impressed: They're very professional, they don't get involved in any internal politics, there's no barriers between them and the programmers. It's very much a team effort, with them offering support only where necessary." They've supplied some ideas and will help with play-testing, but Realtime were already set on a new course for the program. A much more action orientated concept.

In Battle your Command is a single super-tank. It's an extremely fast tank with masses of hi-tech toys. There's a nightsight, binoculars, chaff and flares to divert missiles, remote control missiles and much more. As with Fighter Bomber there's an external view, so you can zoom around your tank, admiring it from very possible angle as you bravely charge into action. Inspiration was drawn from stacks of technical manuals, but the game is set in a SF future world and the emphasis is playability — not realism.

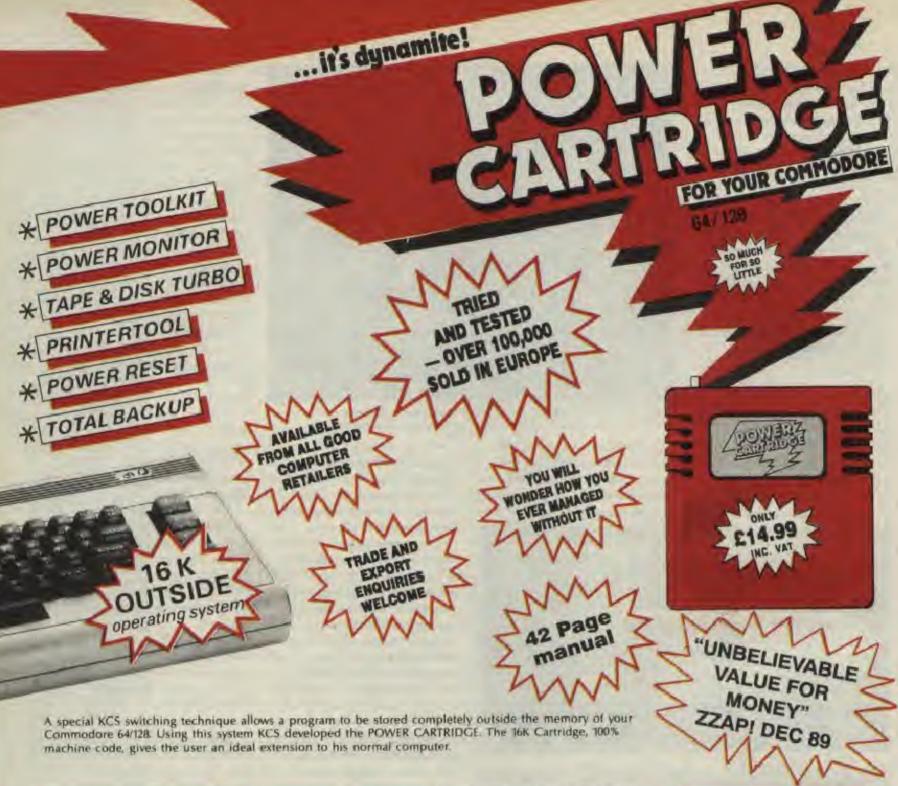
There are going to be around 20 or so missions for you to enter, ranging from a simplistic shoot-'em-up to much more complex challenges. Each mission is set in its own battlefield, and some are huge. Plenty of tactical thought is required and success on later missions depends on obtaining hardware found in earlier ones. The game environment is absolutely packed with objects. Graeme Baird is working virtually full-time on creating objects for the game, including a dozen or so tanks, a helicopter, jet fighters, oil refineries, power lines and even rivers for you to drop down intol

All this is made possible by a graphic system which is exceedingly fast, with very reliable object handling'. There's 'no resemblance to the Carrier Command system which was very restrictive, including some bodges". The new system will look great, but just as importantly it's much easier to work with. There's also the facility for data disks to more missions and objects later on ..

Since Realtime plan to push 16-bit 3-D graphics to such new peaks, you might think a C64 version is impossible. After all, Carrier Command was converted for the C64 by someone else and wasn't 3-D anyway. But in fact Realtime not only plan a version, but are confident they've got a brilliant new 3-D system, all due to Steve Caslin according to lan

Oliver: 'Currently he's working allout on products for the CES show in America, but when he came to Realtime he was experienced only with the C64. We asked him if he could do a C64 3-D system. He said no, but did it anyway and it's a beautiful system. According to him, polygon drawing is faster than line drawing on the C64, and his line drawing was four times faster than Mercenary's anyway. It's very flexible and rapid. I've got no doubts we could do Battle with it.

So as long as 16-bit Battle Command is the hit it inevitably will be, C64 owners will be able to look forward to something very special. In the meantime Realtime are willing to sell their system to other software producers, although the price is such only a series of games would make buying it worthwhile!



A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO	HARDICAL	RENUMBE
AUDIO	HARD:COPY	REPEAT
COLOR	HEXS.	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	IEOAD	BLOAD
W 10 1 2 2 2		

RENUMBER

Also modifies all the GOTO's GOSUB's etc. Allows part of a program

PSET HARDCAT

to be renumbered or displaced. Set up of printer type Prints out Directory.

The toolkit commands can be used in your programs

Using POWER CARTRIDGE you can load up to 6 times faster from disk. The Disk commands can be used in your

DLOAD DISK

MERGE

DVERHEY MERGIE DIR DEVICE Two BASIC programs can be merged into one. With DISK you can send

DISK commands directly to your

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

MERCE

AUDIO

VERIFY

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for

programming. Also works in BASIC-ROM, KERNAL and I/O areas.

ASSEMBLE FILE

INTERPRET LOAD M MEMORY PRINT REGISTER

TRANSFER VERIFY WALK EXII DIRECTORY DOS Commo

5 SAVE

The POWER CARTRIDGE contains a very

The POWER CARTRIDGE contains a very effective Printer-Interface, that self-detects if a printer is connected to the Senal Bus or User-Port. It will print all Commodore characters on Epson and compatible printers. The printer-interface has a variety of settip possibilities. It can produce HARDCOPY of screens not only on Senal

printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etca.

The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.

The printer PSET functions are:

PSET 0 PSET 1 Self detection Serial/Centronics. EPSON mode only, SMITH-CORONA mode only,

Turns the printing 90 degrees!! HARDCOPY setting for MPS002/1526. PSET 3

Bit-image mode Setting Lower/Upper case and sending Control Codes. All characters are printed in an PSET II

Runs a Serial printer and leaves the User-port available. Sets the Secondary address for MARDCOPY with Serial Bus Adds a line-feed, CHR\$ (10).

PSET UI - Switches PSET LT off

Biscom Devices Lind does not authorise or purport to authorise the making by any means or for any purpose whatsoever of copies or adaptions all oppyright works or other protected material, and users of the Power Cartridge must obtain the necessary prior consent for the making of such copies or adaptions from all copyright and other right owners concarned. See UK Copyright, Designs & Patents Act 1968



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.

This function will work with many programmes

BASIC

your program.
Return to BASIC.
Normal RESET.
Saves the contents of the memory orito a Disk. The program can be reloaded later with BUDAD followed RESET TOTAL BACKUP DISK

by CONTINUE.
RESET OF any program.
As BACKUP DISK but to RESET ALL TOTAL

BACKUP TAPE HARDCOPY

At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return

to the program. Takes you into the Machine language Monitor. MONITOR

Bitcon Devices Ltd

88 BEWICK ROAD GATESHEAD TYNE AND WEAR NE8 1RS **ENGLAND**

Tel: 091 490 1975 and 091 490 1919 Fax: 091 490 1918 To order: Access/Visa welcome - Cheques or P/O payable to BDL. Price £16.99 incl V.A.T.

UK Orders add £1.20 post/pack total - £18.19 incl VAT.
Europe orders add £2.50. Overseas add £3.50.
Scandanavian Mail Order and Trade enquires to: Bhiab Elektronik,
Box 216.10.

Nortalje 76 123, SWEDEN. Tel: ++46 176 18425 Fax:

TRADE AND EXPORT ENQUIRIES WELCOME



it's all here in this month's Brap — Satanism, bloody battles over game ratings and even a call for some wet T-shirt contests Satanism, bloody battles from Robin H. I am, of course, completely impartial and neutral, in the revolt of the Film Planners From Hell and allegations of drunken driving on Ferrari Formula One. Don't shoot the messenger as they say, but for the sake of my life please no more letters to Matthew asking him to curse various teachers—there's only so many virgins available for Satanic Pites in steepy. there's only so many virgins available for Satanic Rites in sleepy

DRUNKEN DRIVING?

Dear Lloyd

I was going to write a scathing attack on ZZAPI's complete ignoral of games that come out on tape after being reviewed on disk. Instead, having just purchased Ferran Formula One I decided to change that to an attack of your reviewing technique, something which has been

causing me more than slight concern.

What I have just purchased is, to the best of my abilities of description not an 'authentic' simulation or 'a bit' like Revs, but more like a simulation of slow, jerky drunken driving in an Austin Maxi. Not only does it scroll slowly and jerkily so I can't even see what I'm doing. but I can't even drive the bloody thing in a straight line! If I could drive it I might try different settings but quite frankly I can't be bothered. Believe me, I didn't expect a Revs quality but I hardly expected the driving I encountered.

The trouble is this isn't the first time I have been at odds with reviews. Gauntlet 1 and 2 were vastly over-rated, Barbarian 2 and Hawkeye were given huge scores presumably because the reviewers went ga-ga over graphics and sound but forgot about the playability.

Then came Power Drift and Pitstop II. God knows what you were drinking when you reviewed Power Drift but it must have dulled your senses enough not to realise that the game is just too damn easy. I had won at every track at every circuit within one week of purchase and it is now consigned to the corner of my software collection never to be played again. You then continued and unbelievably some prat then came up with the revelation that Pitstop II was, one of the best games you can get for the 64 somehow ignoring the fact that it was: (a) completely unrealistic, (b) relied more in luck than skill and (c) on the hardest skill level is too easy.

I can take reviews that are slightly optimistic but each of these games mentioned (and there are a few others too) are seriously flawed and deserve between 15 and 40% less each, and cannot be accounted

for just via different tastes.

When ZZAPI, or any other magazine for that matter review commodities for the sole purpose of informing the public as to their merits or otherwise they must remember that they have a responsibility. Thanks to ZZAPI I have now wasted approximately forty quid on games which, had they been properly reviewed I wouldn't have bought. I hate to say this but I'm beginning to wonder if the ZZAP! team actually forgets that we have to buy the product rather than get given it free.

Yours severely narked

Marcus Geavey, Aylesbury HP17 8BN.

Strong comments indeed, Marcus. So strong in fact that I'll hand over to Phil for his defence of Ferrari...

PHIL: All I can say is that I have thoroughly enjoyed playing the game. I found it to be as near perfect a conversion of the classic Amiga game possible. True, the driving section is on the slow side, but after a while you get used to it. And honestly, if you can't drive in a straight line you ought to be breathalysed!

In the review we never claimed that Ferrari was an arcade style racing game but instead a deep, tactical simulation of all aspects of Grand Prix motor racing. To get the best out of the game you really do have to use the mechanical and testing facilities.

LM: And on the subject of Power Drift I'll pass to Robin...

ROBIN: Admittedly Power Drift has aged somewhat since its review in Issue 55 but this is all due to Turbo Out Run proving superb beyond belief. At the time (and this is BEFORE Turbo came into the office) we were extremely impressed by the sheer speed of it all, the large variety in the graphics and the all-round fun to be had by the game. Yes, it is a little easy but you can't deny the ambitious nature, speed and thrills of the game. In fact, Phil in his Power Drift comment said, 'I'm not too sure about the depth of play and long term variety of the gameplay but the coin-op was to fault in this respect also'. Given the C64's limitations, Power Drift came across as a bloody fast, action-packed racing game and that's something that's notoriously difficult to achieve on the C64. It's just fate that Turbo came out the very next month and instantly made Power Drift (and all other racing games for that matter) look a little dated.

LM: Well I hope that goes some way to justify the

reviews. I must say that the reviewers make every effort to make every review fair and accurate. But who was it who said, 'You can't please all the people all of the time'? It was me, just now!

RAGING BULLOCK

Yo Lloyd me of Blue Smartle Greetings from Mr or maybe Mrs Smartle. I've never been quite sure. One thing I do know is that I'm a raving mad headcase.

You're a very lucky man Lloyd, me oi' Liquorice Allsort. I was going to write this in crayon because pens aren't allowed in here (can't think why pens are prohibited and issues of ZZAP) aren't) but luckily my mum smuggled this spanking new fountain pen in my washing as well as my Jackie comic.

Right Mr Mangram you have two minutes starting from now: When will you be publishing a tips booklet on the front cover of

ZZAPI?

2. Will you make a Console book or something similar, like Computer and Video Games (vermin, keep them away)? 3. Are you thinking of hiring a new person for ZZAPI Rrap?!!! Heh, heh.

4. Congratulations to the Pig In A Poke team for their work, it's brilliant, give them two more smarties in their wage packets, en

All me mates here at Happy Valley demand the return of Thing, Nose and Panto Horse or else, we have friends at Newsfield, don't you know?

6. Have yo ever thought about advertisements for games being printed on postcards? No, nor have IIII

Oh, there goes the bell, must plodd off now to my luxury padded cell

(I tell you am I lucky or am I mad? — don't answer that). Edd (Woo ho) Bullock, Happy Valley Home for rest and perhaps

PS. Don't laugh at the name, it's a U not an O. I will forgive NO misorints!

Uhm, pass.

Very unlikely.

4. One would be generous, methinks. (ROB H: Wait a minute, what do you mean TEAM? Pig in a Poice is done by all of one person, mel And I think a wage increase to 15 smarties a week is in order too (all orange or I quit).)

5. Pass.

6. No.

Ah, well, I never did like Mastermindi



POPULARITY PUZZLE

Dear Lloyd

With all these puzzle games cropping up recently, you might expect the age of coin-op conversions to be slowly coming to an end, to be replaced by masses of simple, non-violent puzzlers. But of course, this will riever happen.

When Tetris first appeared, all that time ago, the reviewers were absolutely raving over it, naming it as the most addictive game ever made, being very easy to get into, very hard to put down and all that

clichéd rubbish

Yet, first of all, you have to take in to account what an average magazine reviewer is. It's not a normal teenager who gets a small amount of pocket money each week and who's pagerly saving up to buy a coin-op conversion or shoot-'em-up etc.

it's more than likely a twenty year-old who's bored stiff by the hundreds of similar games he has to play and who adored Tetris because it was so different from everything else and it made a nice change. But, going back to the normal teenager, who has just saved up all his cash to buy a full price game he would take one look at the screenshots of Tetris and put it back on the shelf. Alternatively, he would have read all the good reviews, gone out and bought it and then be incredibly disappointed by it all and wished he'd bought a coin-op conversion instead

I, myself am partial to the odd puzzle game now and then but only the ones where there's an element of arcade action as well. Nebulus is

a prime example of this because you actually control a character as well as using your brain to solve the puzzles.

A few weeks ago, I played *Pipemania* and I can only say, what is all the fuss about? What kind of a game is it when you must build a pipe for some yallow gunge to pass through? Wouldn't everyone rather be

blasting aliens to bits or driving a fast car? Software houses haven't really fried making puzzle games on a grand scale and the recent outburst of them will probably make sure they never do. Pipemania, E-Motion and Klax might all get good reviews but I very much doubt whether they'll sell.

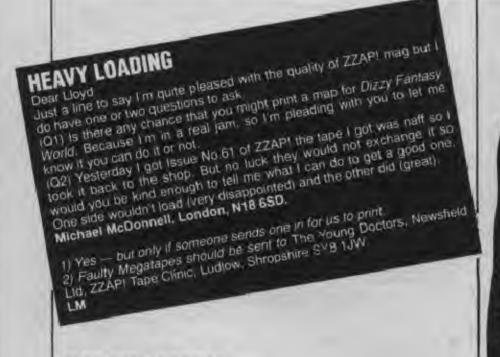
In this day and age, original games have to be astoundingly good and have a wide appeal for them to have any chance against all the licensed ones. In my opinion, there is simply no room for pure puzzle games in a software industry like today.

Daniel Salter, Rotherham \$60.2TA.

I think your first point has a strong element of truth; without a big licence and amazing graphics many people will, unfortunately, put games like Pipemania back on the shelves. However I take strong issue with you over how good these puzzle games are. Yes, occasionally there might be a slight chance of jaded reviewers being more impressed by something different, and original, than other gamesplayers. But in the case of Pipemania at least, it appealed to everyone in the Stalag. Even the Film Planners From Hell and the Art Dept's much missed Melvyn Fisher were great fans of the game. At first glance it may not appear much, but the requirement to complete four levels in a row to earn a password leads to compulsive addiction. All the reviewers still stand by the Sizzler ratings.

As for Tetris, who can think of a game that's appeared on so many different formats? It's a hit even on the monochromatic Nintendo Gameboyl It's also perhaps only home computer game to be successful converted up to a coin-op. And the story isn't over yet, with a new machine allowing you to gamble for money with it. Atan Games certainly seem pleased with it. as Klax continues many of the same ideas and was acclaimed by many as being by far the most exciting

coin-op at the recent ATEI show.



TAPERING APPEAL

Dear Lloyd

I've never had cause to complain about ZZAPI 64, I've always rated it highly, but after waiting for the May Issue with relish, I realised why it took longer to arrive on the shelves: it had a tape on the front. This is great news for 64 owners but once again Amiga owners are left out. I know you'll say how much more it would cost and whether there is that much of a demand for disks on the mag, but other mags manage it, the ones that are usually ridiculous by other readers. 64 users moan if there are an increase in Amiga reviews but Amiga owners certainly are losing out in this case: maybe having issues with tapes and disks would be a better idea. Amiga owners would buy the issues with the disk, and 64 owners issues with tape.

Anyway sorry for such a long letter but I was angered by this and there is no way I will buy this month's issue for £1.95 and it's a very sad day for me.

Stephen Bauer, Essex, CB11 4BQ.

All the magazines which have regular cover-disks are single format.

AMANA

IT'S HELL DOWN HERE

I am writing to complain about the constant remarks implying that the Film Planning department is satanic. I have been working at Newsfield as a Film Planner for almost two years now and though I recognise that we work in hell it does not make us satanic. I admit we have some strange characters like Rob the

6'3" mutant dwarf and Tim who beats out the time for us to work. Jenny who does the B/W piccies hasn't been out of the dark room since Sept '88. I myself have become particularly singed the first that burn Joseph What we good the coast is your from the fires that burn forever. What we need the most is your help not your jibes.

Robb 'The Rev' Hamilton, Hell, PS, Matt Uffindell is not the Antichrist, he's a very nice man, a

Speaking for myself I find this constant slurring of film planning very distasteful, I think you're all wonderful and if you'd just let me down I'll even say how saintly Mr Uffindell is. He's been a leading member of the AA (Antichrists Anonymous) for quite some time now! And Robin has offered to pour cold water over film planning any day, especially when Jenny's wearing one of M.

Covering both 64 and Amiga, ZZAP! would, as you say, have to have some issues with tapes on and others with disks. I know CU tried this once before and it caused so much confusion with newsagents and readers alike that nobody's attempted it since. Paying 45p extra for a tape you can't use is obviously annoying, but there is one way around the problem: subscribe and you'll get 12 issues for just £15 (that's only £1.25 each!).





CLASSIC CUTS

I was happy to see two reasonable games on the Issue 61 cover this month and although I aiready owned them. I'm sure many readers would have been pleased with the special offer. However it would seem that most of your free ex-full price games happen to be shoot-em-ups to some degree and although not a chooser. I would be happier with some brain-taxing classic product.

I've noticed that certain golden oldies have always been difficult to add to many peoples' games collections and are not available by mail order at a reduced price. Presumably they've been deleted. I refer to two games that have eluded me and many of ZZAP!'s readers judging

by the wanted section on your advertisements pages.

1. Scarabaeus — a great favourite to those who reviewed it and is only available in a expensive compilation in which the other games have

been sold many more times over

 Doomdark's Revenge — Lapplied to many mail order companies for this game when it came out in 1986 but always got an answer of out of stock. It is one game that cheated me of the right to purchase. Also when you read this (if you do) remember that it's easy to cover mount ex-full price games that have been sold many times over (maybe not Mutants) but there are games that don't sell as well originally, but are deleted so quickly, that people haven't a chance to buy them during software slumps. Other games I'd shortlist are Dark Side. Morpheus

Brendan Lynch, Cork, Ireland.

Some very good points there. Brendan, and no doubt we'll be following up some of your ideas. However cover mounting any game isn't easy and requires lots of negotiations. Doomdark's is an absolute classic and obtaining that would cost a lot of money, while much of MicroProse's Rainbird/Firebird back catalogue has been sold to an unnamed budget company. Nevertheless more Megatapes certainly seem very possible for the future, and we'd appreciate any readers deas on their possible content.

WAR AND PEACE

Dear Lloyd,

Another long boring letter! Everyone starts off writing by saying how much they love ZZAP! but I am not!

1. Hove ZZAPI

2. I feel that it is not fair. Fair about what?, I hear you say... well I think that you should get rid of the Amiga (reviews I mean). I know Amiga owners will not agree as there is not a better magazine than yours (reviewing style etc.) but the CBM 64 was here first, and ever since you introduced Amiga reviews into the magazine, people have written in saying the magazine isn't as good as it used to be. Soon there will be more Amiga than 64!

3. Also in Issue 61, you had loads of great games for the CBM 64 (Turrican etc) but usually you have only a few good games and loads for Amiga. For example, you see a game that has a Gold Medal and think great (possibly a game you might like to buy) but then find that it

is only for the Amiga (not really your fault).
4. Do you think that TV Sports Football will be released on cassette, or

is the loading too long etc ..?

5. Have you any idea when you will review Hard Drivin'?

6. Recently my mate Richard Bennion and his brother bought an Atari ST 520, I have played on it a few times and I like it. Games are a bit pricy though, it does not quite beat the Amiga but I now need a new computer and need advice. The C64 was ideal, a reasonably good computer, reasonably priced games etc. but alas it has broken and I'm not sure which computer to buy. If I cannot buy a C64, can you suggest any other computers apart from Spectrums!!!

7. I think that they should introduce a Spectrum medal for a game with

a mark below 10!

8. My pen's running out. 9. PLEASE PRINT THIS.

10. Great free Mega Tape.

11. My hand's aching.

Michael Sims, Clwyd, LL13 0HV. PS. Myself, the ink, the paper and my C64 are all un-leaded.

PPS. There should be more computer programmes on television, such as a computer chart show, (the official chart from ZZAPI) top 10, etc. My top 10 ...

1. Percy the Poll tax collector.

2. Scary Syd in Strangeways

3. Bros and Big Fun hunters

4. Teenage Mutant Hero Ninja hysterically squashed by Robin Reliant Turtles.

Harry the hedgehog at a Robin Reliant meeting.The Mechanic of Skoda.

Football manager of a team in the Vauxhall conference league.

8. Milking a goat.

9. Strider (Blindfold) (not much difference)

10. London Taxi(s) on a Sunday.

1. Thanks.

2. While we do have some complaints off irate C64 owners, there's plenty of people who have an Amiga as well as C64, and welcome it. If there's room you'll be able to read some of their letters in this month's Rrap. What's more a great many of our readers plan to upgrade to including yourself!

3. No, it's not our fault, and I can't see the point about complaining about it as if we should mark Amiga games really harshly and boost C64 marks regardless of how good the product is. We've already got people complaining we're too generous on some C64 games!

4. I'm afraid disk access is much too heavy for any cassette version to work.

5. A lot of people seem interested in this, especially as it'll need a miracle to work if Domark ever finish it.

6. Why can't you buy a C64? It's relatively cheap with a huge software base, and software houses are still providing plenty of support while doubts are growing about the Speccy and Amstrad. What's more, plans for cartridge releases for it seem fairly well advanced from the rumours we've been hearing.

If you do have lots of cash to splash around you can't beat an Amiga for superlative hardware and good software support. The only slight doubt is that a CD ROM Amiga console may be launched before 1991, so it might be worth waiting for that although the price is likely to be around £800. If price is a problem the ST is great value at £300. However sound isn't superb, and the STE doesn't improve things tremendously for £400. Maybe you should get a C64 and a Lynx!

7. C64 Head Over Heets is identical to the Spectrum version, but still an absolutely magnificent game so I don't think the 'Spectrum Medal' is really fair.

8. What a surprise.

9. Well.

10. Of course.

11. I wonder why!

BOTCHED BIBLE

Dear Lloyd, May I ask in the games bible that you issued why has Hawkeye got a splodge over it My highest scores on C64's Rainbow Island is 410810 and 417310. It is a totally awesome game but how do

Here is my Brap rap (how corny I hear you say)...

I read ZZAP! whenever I can I am one of its greatest fans. The Ocean loading tune is cool. If you don't like it you're a fool. Rainbow Islands is so fab. (Tell the Scorelord that he's mad) Other mags are all so crap, My fave mag just has to be ZZAPI.

Gavin Burrell, Stockport.

PS. It's amazing what you can put together while Turbo Out Run is

According to one-man-art-dept Mark Kendrick all the splodges are due to the 'Satanic film department'. (He said that, not me, Robbi)



WHAT'S THE WORD?

I have an Amiga 500 (yeah) and an Apple IIe (yuck). I would like to raise the following points, and questions:

1. Firstly, are there any decent word processors out for the Amiga? By decent, I mean word processors that look like, and handle like those on the Macintosh. This letter was written on the Apple IIe, and this one megahertz, 128K word processor beats anything I have seen so far on the Amiga.

2. Is it true that Amigas were designed, and are only good for.

games?
3. I must also state my opinion about having Amiga reviews in ZZAP! Don't you dare make the Amiga bits into a pullout like one reader suggested. This would be totally and completely ridiculous!! ZZAP! is the only decent mag available as far as Amiga reviews go! Take Amiga from ZZAP! and all us Amiga users would be back at the beginning with CU (yuck!).

4. To all those people that complain about the price of ZZAP! We pay NZ\$13 (equivalent to about £4.50) for our monthly ish! And pay NZ\$13 (equivalent to about £4.50) for our monthly ish! And what's more this issue us already two months old!!! But things aren't all bad, there is an alternative. We could pay only NZ\$8 (about £2.50) for a five month old issue. So all you guys/gals that groan about the price, come over to good old New Zealand, and really pay! Don't worry though, not everything in NZ is incredibly expensive, it's mainly foreign mags.

5. An Amiga cover disk would be completely brill. I certainly wouldn't mind paying the extra 50p, that'd only raise the price to a mere NZ\$17. Plenty of other mags put them on (Amiga Computing put one on every month!), without bumping the price up too much.

6. How come the following brilliant Amiga games were never reviewed among your pages: The Great Giana Sisters, its sequel Hard 'n' Heavy, and the brilliant RPG Ultima V? We bought all these games on the assumption they were brilliant, and they were, but the risk was there. Next time we might end up with a bomb

game (choke gasp!).

7. All your reviews are brilliant! We don't mind double reviews (where Amiga is done simultaneously with C64), it adds comparison, but more Amiga tips would be excellent.

8. New Zealand is in no way attached, related, or otherwise to

Australia.

9. ZZAPI is brilliant.

M Dinger, Cambridge, New Zealand.

1. Yep, definitely. Sentinel's £300 WordPerfect is supposed to be one of the best word processors about and appears on a wide variety of machines. But for the Mac WIMP look, Arnor's £99 Protext is very good with a fine spellchecker.

2. The Amiga was designed as the ultimate console, but when

that market appeared to die in the early '80s the machine was turned into a computer (much to Nintendo's subsequent relief!). The early disk-loaded operating system was a bit dodgy, and to begin with there was a question about its reliability for serious purposes. Fortunately this is no longer the case, and there's plenty of software about for everything from word processing to music. It's especially good for art packages, of course.

3. Yep, we agree.
5. Hmmm. Still thinking about this.
6. In Europe The Great Glana Sisters was only in the shops for a few days before the threat of legal action forced its withdrawal. Nintendo regarded it as a copy of Mario Bros and US Gold didn't want to argue in the courts.

7. Thanks.

8. It's still very close though, isn't it.

9. Thanks again.

CASH DOESN'T REGISTER

Dear Lloyd

I live in Australia.

I have been getting ZZAPI mags for about 2 years. But the reason why I have not sent away for any games is because I can't work out pounds! Do you double it? I just wanted to know if you could tell me how to work out pounds?

Shannon Evans, Miligrove Australia.

At the time of writing you get about 2.20 Australian dollars to the pound. If you're ordering from the Zzuperstore you must pay in sterling and add 70p per item. Payment is best done by Access/Visa, through which the currency is automatically converted.

IT JUST ISN'T CRICKET

I have some complaints to make about C64 football games. First I have some complaints to make about C64 football games. First of all MicroProse Soccer: a good game but you can only score in five places and four against good teams, these are diagonal left or right into the penalty area, Pélé [Is this right?; we couldn't read your handwriting — LM] left or right and against crap teams straight down the middle. Also there are no fouls and why in the C64 soccer games does the ball stick to the players foot so you can do 360 degree turns without losing the ball. C64 Kick Off in my view was underrated but it is still not brilliant. I have listed some things that would make a brill soccer game: some things that would make a brill soccer game:

Variable power on shots, be able to score anywhere, fouls, free kicks, penalties, yellow cards, red cards, players stretchered off, substitutions, throw ins, corners, good crowd effects (when a foul is permitted a penalty a condition of the complete of the conditions). substitutions, throw ins, corners, good crowd effects (when a foul is committed, a penalty, a sending off on a foul, a goal and a good shot), a referee which goes over to talk with the players when a foul is committed and a map like the Amiga Kick Off. If all or some of these things were in MicroProse Soccer you would have a perfect soccer game. I think MicroProse should make MicroProse Soccer 2 with some of these new ideas in, especially the fouls. Ross (Footie Fan) Phillips, Guernsey.

Ross (Footie Fan) Phillips, Guernsey,

Many of your ideas have already been implemented with Kick Off and Player Manager on the Amiga, but as yet not on the C64.
Certainly none of the Italy '90 games we've seen have managed it,
although we've got high hopes for Kick Off 2 which we're hoping to get into this very issue.

ST-UPID SIMON?

I wish to complain about the attitude towards the ST by one I wish to complain about the attitude towards the ST by one Simon Barnabas (most probably because of all his Amiga's gone to his head). He quotes that the ST has a crap sound chip, but has to his head). He quotes that the ST has a crap sound chip, but has he (or you) heard the music for Ghostbusters 2, Ghouls 'N' he (or you) heard the music for Ghostbusters 2, Ghouls 'N' he (or you) heard the music for Ghostbusters 2, Ghouls 'N' he (or you) heard the bigger palette, faster processor speed good points: such as the bigger palette, faster processor speed (for example which would you say is faster the ST version of Fighter Bomber or the C64 version?). And just to put the record straight I have an ST and a C64. I admit the A500/1000/2000 is slightly better, but as a famous writer said. 'life's like that what a slightly better, but as a famous writer said, 'life's like that, what a Raymond Ko, Haywards Heath RH16 1QD.

Yep, life is like that — especially if you've got an ST!

No. only kidding. The ST is a fine machine at very reasonable price. While it's never going to rival an Amiga sonically, the games you've mentioned certainly do well enough. Unfortunately, a lot of ST games have chronic sound, is Operation Thunderbolt.

Between and Eighter Romber (which was much worse without the Batman and Fighter Bomber (which was much worse without the superb engine FX). I'd complain to the software companies responsible, if I were you.

Phew, that's another Rrap over and I've been only slightly singed by the flames from the Netherworld. There's but the slightest whilf of sulphurous smoke from Robb 'The Rev' passing by, and if I type very quickly the clatter of the keys makes all the screams barely audible. Ah, I remember the days when ZZAP! was located in a grubby tower dungeon, everyone in their own locked cell. Nowadays in the Stalag you never who's going to sneak up you!

Messages to this poor innocent sould should be sent to the usual address: Prisoner Mangram L. Stalag ZZAP!, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire, SY8 1JW.



game which is a real fun to play. Special Events provision to load Data Discs or Cassellos for events like World Cop. European CUp etc.

Permitted function on Mid-and State execution

AMIGA & ST £19.95 IBM (AT & XT Turbo - CGA, EGA & VGA) £24.95 CBM 64 - SPECTRUM - AMSTRAD £9,95/£14.95 SAM COUPE - £10.99/£14.99

League and Cup competitions with extra time.

injury time and sudden death penalty sheet out. Facility to view, adit and save the action replays.





and choice at tactics

and create Golden Shots disc



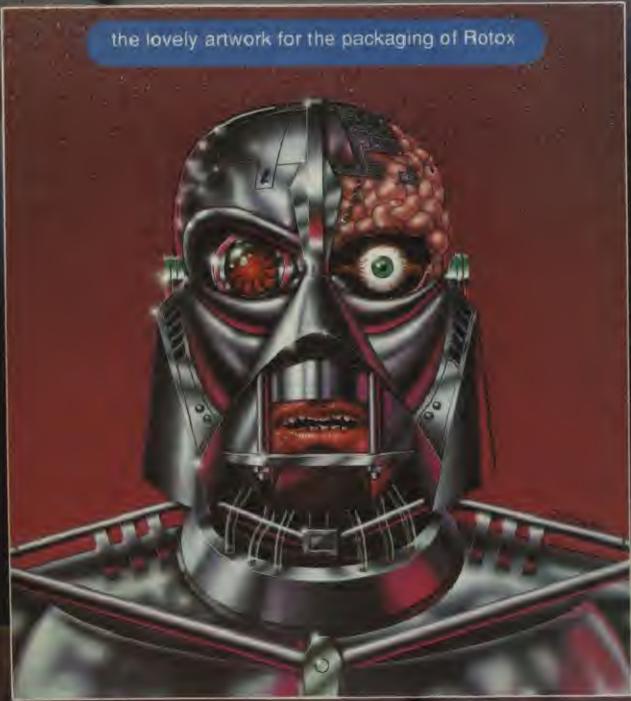


In US Gold's latest 16-bit masterpiece,
Rotox, the eponymous
hero is an android
with a human brain
wired up to his
mechanical body. This
lethal combination
makes for the ultimate
cyborg war machine.
But Rotox must first
be tested out on ten
punishing worlds, each
comprising nine
sectors filled with
aliens which must all
be destroyed. A great



idea for a great game. But now the Rotox concept has prompted US Gold to wonder if certain humans wouldn't be better partly or wholly replaced by





automatons. Their deviaus plan involves replacing Phil King with a (much better looking) robot! This would do everything Phil does (whatever that is) much more efficiently and also give every US Gold game a Gold Medal! Sadly, Ed Stu said no go, so the little robot in question now needs a home. His name is Omnibot and he's a Commission and he's a cute little customer. Coming with remote control and battery charger he's got his own built-in digital own built-in digital clock, cassette deck, and alarm system. You can program his movements, give him objects to grasp with his flexible arms or put them on his detachable tray — you could have him serve dinner! Omnibot's cassette deck can play cassette deck can play standard tapes while his eyes are strobe-synchronised to the sound. If you plug in a microphone you can even sing along to the music! The tape deck is also used to record movement signals: when played back,
Omnibot will obey
them. Basically, he's
everything Phil isn't:
efficient and obedient! And he could be yours: yes, Omnibot is up for grabs as first prize in this crazy comp. 25 runners-up will also get copies of Rotox or the C64 US Gold game of their choice.

All you have to do is draw your ideal robotic replacement for Phil. We're not really looking for a Da Vinci masterpiece, but a humourous sketch or cartoon. The funniest one (as judged by the ZZAP! panel of comedy experts, ie Phil) will win.

Send your doodles to ROBO-REVIEWER COMP, Stalag ZZAP!, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire SY8 1JW.

Entries must be received by June 28 at the latest, so get scribbling, And remember the usual competition rules apply.





1. KICK OFF: To evaluate general responsiveness, I play a few games of footy -

this is my favourite test!
2. INSECTS IN SPACE: Sensible's bee-blasting shoot-'em-up is played - besides, I like the

3. COMBAT SCHOOL: To test strength, the joystick is subjected to frenzied waggling and the occasional smashing on the desk when I fail to

4. WINDOW DROP: To scientifically simulate several months of use, the joystick is dropped from a top floor window onto the hard gravelly surface of the Stalag exercise yard. Fortunately we manage to hil Robin, almost flattening the Welsh boyo. The Scorelord organizes a prompt burial in the backyard and the joysticks are arranged on top of the grave. But what is that stirring below?..

QUICKJOY JUNIOR (Spectravideo, £5.95)

This is the smallest of the new Quickjoy range and looks remarkably like the old Quickshot. It features a moulded handle with a nylon shaft, Four suction cups on the base allow it to be stuck to a table top though it's small enough to be held in your hand. There are two fire buttons: one on the top of the handle, the other at the top-left of the base. Both directions and fire buttons use leafswitch contacts (not microswitches

1. This stick is dead. I mean, you don't get any clicking or clunking at all — just a very quiet rubbing of plastic against plastic Unsurprisingly it's not very responsive and it's extremely difficult to get diagonals. Movement is far too imprecise for fiddly games - or any other type for that matter. Send it off!

2. The two leaf-switch fire buttons are both as dead as the handle: they leel like they were nicked from an old Spectrum keyboard - talk about dead flesh! The top button isn't particularly useful; I'd have preferred a trigger button instead. The base button is tirry but seems to work okay.

3. It holds up surprisingly well. The medium-length stick travel makes rapid waggling possible without putting too much stress on the handle.

4. Amazingly it survives with barely a scratch. I'm a bit concerned about the nylon shaft though — like the old Quickshot, it'll surely wear out or even snap with prolonged play. Phil's Verdict: - You get what you pay for, le a.

substandard stick.

QUICKJOY III - SUPERCHARGER (Spectravideo, £10.95)

Oh look, this one looks like the Quickshot II. It even has a 'trendy' red base! It has a fairly large moulded handle with large trigger and top buttons. There are six microswitches for directions and the two fire buttons. There's also a small autofire switch on the base. Again, four suction cups on the base allow the Supercharger to be stuck on a table - it's a bit too big for handheld use.

1. The microswitches, as well as making it responsive, give the stick a good feel with solid clicks and a medium length travel. The fairly large shaft also means the stick is only suitable for table-top use. One bad point is the handle grip which has been moulded with a bump just below the top which makes it uncomfortable to grip. An own goal!

2. Both fire buttons are microswitched but the trigger one is more usable than the oversized top one. It's a pity there are no base buttons as you must do everything with one hand. The autofire works okay giving almost continuous rapid fire.

3. The stick is quite loose though the travel isn't that long, so waggling doesn't require much leverage. The stick seems fairly solid with a strong

4. Hardly a scratch on it; I think this one's solid enough to last a fair while.

Phil's Verdict: ■ ■ — With its large shaft the Supercharger isn't suitable for fiddly games, but otherwise it's a fine stick if you like the design.

QUICKJOY JET FIGHTER (Spectravideo, £14.95)

They're getting bigger! The Jet Fighter is slightly larger than the Supercharger and has a fetching two-tone grey colour scheme. The huge shaft has a moulded grip and really does resemble something out of the latest combat jet. At the top of the shaft there are thumb and trigger buttons plus fast/slow autofire switches. Four essential suction cups allow you to secure the large base to your table.

1. Admittedly Kick Off is probably not the most suitable game to try this stick out on. But generally, though very comfortable to hold, the stick is too loose, doesn't centre properly and has



JOYSTICKS part one

an over-long travel. This, despite the microswitches, makes for imprecise cumbersome movement, diagonals being especially difficult to obtain. Sick as a parrot!

2. The top fire button is a little difficult to reach and a moulded ridge just below makes it uncomfortable to use. The trigger button seems to work okay, but such a large stick should really have base buttons. The autofire gives fairly rapid fire at two speeds.

3. The extremely long travel means you really have to yank the stick around. Rapid waggling is very difficult and with the massive shaft movement causes the table to shake violently. I don't know about the strength of the stick but my arm's falling off!

4. It made a loud cracking sound on landing, but on further investigation was found to be unscathed. The shaft seems fairly solid but with the long travel it'll have to take a lot of punishment.

Phil's Verdict: — It may look great and be comfortable to hold (excepting the top fire button), but in every other department it's extremely dubious. Ironically, with such imprecise movement it's not that suitable for flight sims!

QUICKJOY V — SUPERBOARD (Spectravideo, £19.95)

Now for the big one: this stick is massive! The huge base incorporates four fire buttons and four switches (autofire speed, CPC/Atari switch. RHS/LHS fire buttons selector, top/base fire buttons selector). And the stick even has it's own battery-powered (one 'AA' size) digital timer for er,... timing things! The large moulded handle has top and trigger buttons plus a tiny autofire switch. With the large base providing stability, you can play with this one on your knee or alternatively secure it to your table with four suction cups.

1. The stick is a bit stiff but the travel thankfully isn't as long as the Jet Fighter's while the huge base gives good table-top stability. The large handle isn't suitable for games requiring subtle movements but the microswitched directions score highly for responsiveness.

2. With its variable speed selector the autofire works well, giving out a constant stream of rapid fire. All the buttons are microswitched and there are certainly enough of them (six) to choose from. The fire button selector switches are presumably so you can't accidentally press another button with your arm, elbow, leg, tongue etc. I'd have preferred round, flat base buttons, though, as the existing ones are stiff and a bit fiddly.

3. The stick stands up well to rapid waggling although the violent table shaking is likely to cause an earth tremor. Even after much use the shaft seemed as stiff and springy as ever.

4. I was a bit worried about the digital clock, but miraculously it survived along with the rest of this solidly built stick which should prove durable.

Phil's Verdict: — — The digital clock is an extravagance (at last you can play games and simultaneously boil an eggl), but otherwise the stick works fairly well and is solid enough to survive plenty of punishment.

GUN SHOT

(Hewson, Free with Joystick Thunder compilation!)

This is another Quickshot clone with a large handle (surprisingly without moulded handgrip) and two small fire buttons — on the top of the handle and the base. It can be used handheld or stuck on a table top by its rubber suction cups.

 It may look like the Quickjoy Junior, but the Gun Shot has a much better feel with a springier shaft. Despite the lack of microswitches it's fairly responsive although diagonals are a bit hard to obtain.

The base fire button is a bit stiff, especially for rapid firing, and both buttons are rather small.
 The travel is a bit on the long side but the stick is fairly loose, making rapid waggling possible. However, a lot of stress was put on the nylon shaft.

4. It somehow survives, but with it's Quickshotstyle design with nylon shaft and leaf-switches, it'll wear out with time.

Phil's Verdict: - Hardly state-of-the-art but pretty good for a freebie.

SURESHOT COMMAND MODULE

(Sonmax, £17.95) _

What a whopper: this has an even bigger base than the Superboard with two massive microswitched fire buttons either side of a microswitched ball handle. The base is covered by a gaudy sticker with black and red rectangles — apparently meant to simulate a computer keyboard! There's also a small autofire switch on the front side and no less than six suction cups to stick the massive base to a table — if you can find one big enough!

 I like the very short stick travel which makes fast changes in direction very easy. Again, the microswitches make it very responsive. The only slight problem is that it seems to slip into the diagonals a bit too easily.

diagonals a bit too easily.

2. The huge base buttons are great as you can stick your whole hand over one, while microswitches make them very responsive. The autofire only works when fire is held down: this is a useful feature as I can have rapid fire without accidentally shooting babies.

The short stick and travel make rapid waggling easy. The steel shaft is hardly likely to snap!
 With such a large stick I was half expecting it to make a huge whole in the ground. It didn't, but

this solid stick easily survived impact. Very durable.

Phil's verdict:

Despite the tacky

Phil's verdict:

- Despite the tacky appearance the command module has a good feel and it's the ultimate in 'mine's bigger than yours' joystick one-upmanship!

ZIPSTIK SUPER PROFESSIONAL (Sonmax, £13.95 Standard, £14.95

Autofire)

A classic design with a ball handle and two fire buttons on the base, this has a neat black and yellow colour scheme — makes a change from



Supercharger



part -



Superboard

Gun Shot



JOYSTICKS part one

Command Module



black and red! Directions and fire buttons are microswitched. An optional autofire switch is located on the front-right corner. The Zipstik can be stuck to a table top but is small enough to be used handheld.

1. With the microswitched ball handle and short stick travel the Zipstik is super-responsive. With its precise directions it's especially suitable for games requiring intricate movement, eg Kick Off. Goal!

2. The square, microswitched base buttons are very responsive. The autofire (which usefully only works when a fire button is held down) performs well with a constant stream of rapid fire.

 Fast waggling is possible, with such a short travel hardly any stress is put on the steel shaft.
 No problems here. With a steel shaft and microswitches this stick is built to last.

Phil's Verdict:

Fully microswitched and durable, the Zipstik is a great all-round stick.

CHALLENGER REMOTE CONTROL (Euromax, £29.95)

What's this, a joystick with no cable? Well, not quite: the infra-red receiver (which resembles a mouse) has a cable to connect it to the computer joystick port. The joystick transmitter is powered by three 'AA' size batteries or alternatively through the 4.5V DC input — you'll need a mains adaptor though. The dull grey stick is of the flight sim type with blue top and trigger fire buttons. There are two switches on the base for the three-speed autofire and power on/off. Both the stick and receiver have tiny LEDs which light up when the stick is used.

1. Well the infra-red seems to work okay albelt with a very slight delay which marginally reduces responsiveness. Anyway, the stick doesn't have a moulded handgrip, making it a bit uncomfortable to hold. On the positive side its microswitches give a nice clicking response.

2. Neither of the two fire buttons is in a comfortable place. The top one is too far back and can cause thumb cramp, while the trigger is too low for my liking. With its three speed settings the autofire seems to work okay though.

3. The stick feels a bit loose with its longish travel, but otherwise it seems solid enough.

4. Would we drop such a sensitive piece of equipment out of a window? You bet! And it survived; it seems pretty durable.

Phil's Verdict: — It works alright, but can anyone tell me the point of a remote control.

anyone tell me the point of a remote control joystick? It seems little more than an extravagant gimmick, especially at the high price.

part -



Zipstik

Remote Control



THE BEST OF THE REST

CRUISER

(Powerplay, £12.99 Black or Clear Autofire)

■ ■ ■ ■ — Probably the best all-round stick with a classic design: two large fire buttons inset into the rounded base, and an easy-to-grip ball-type handle. It's very comfortable to use,

extremely durable, and the microswitches make it ultra-responsive. My idea of the perfect stick.

COMPETITION PRO

(Dynamics, £14.95)

Again the classic design with two large fire buttons on the base and ball-type handle. The directions are microswitched but unfortunately the fire buttons use less responsive leaf switches — the only flaw in an otherwise excellent stick. It's now available in "World Cup colours", ie the colours of the flags (why not the actual strip?) of competing nations: Brazil, England, Scotland, Sweden, Spain, West Germany, Italy, and USA.

NAVIGATOR

(Konix, £14.99)

A novel design rather like a Star Trek phaser. You hold the Navigator like a gun with the very short stick on top and a trigger fire button on the 'gun handle', together with an autofire. Initially it seems very comfortable to hold, although during tense games of *Kick Off* a tight grip can give you cramp.

SPEED KING

(Konix, £9.99 Standard, £10.99 Autofire)

years now and its popularity isn't surprising. It's very responsive and extremely ergonomic, fitting comfortably into the palm of the hand. The fire button is positioned on the right hand side of the rounded base. However, while fine for most games, this strange position can cause problems (ie severe hand cramp — known as 'Konix wrist') with fast firing shoot-'em-ups. So Konix have come up with the answer: an autofire version. The Speedking is now even better than before — the best handheld stick around.

CRYSTAL

(Powerplay, £14.99 Standard, £16.99 Turbo (autofire)

■ ■ — This is a responsive stick with microswitched directions and fire. My main gripe is that the moulded is a bit flimsy with an over-long travel. Otherwise it's a good all-round stick.

TO BE NOTED

MICROSWITCHES are, obviously enough, small switches depressed by joystick movements with an audible click. They're generally very reliable and responsive, LEAF-SWITCH joysticks use a thin piece of cross-shaped metal which makes electrical contracts when pushed down by the stick. Prolonged use can bend the metal out of shape, or even snap it.

TRAVEL is the distance the joystick has to travel between being centred and making a movement contact.

All the joysticks reviewed (except The Gun Shot) are guaranteed for 12 months, though for some reason the Quickjoy ones didn't mention it on their packaging. Many can be bought from our very own Zzuperstore.



WANTED

Wanted: Little Computer People on CBM 64 disk only. Also Raid Over Bungling Bay cass or disk. Top payment. Write to Colin Stanton, 52 Royston Gardens, Illord, Essex IG1 3SY.

Free Spectrum 128 +2 to the person who can supply me with the most back issues of Zzap and Crash. Write with numbers to: R. Brown, 18 Purbeck Road, Scartho, Grimsby, South Humberside DN33 3AX

Disk drive in good condition, Action Replay V or VI. In County Durham area please. Phone Trevor on (0388) 528 516 after 5.30pm.

FOR SALE

Amiga games: £3 each. For details send SAE to Johnny McGreevy: 215 Listooder Road, Saintfield, Co Down, N Ireland BT24 7JA or phone 0238 510780 after 9pm.

C64 for sale. Also lots of tapes cheap. Also got Speccy, CPC, QL stuff and more! SAE for list to Jones, 2 Town Mead, Oakford, Devon EX16 9EW or call (03985) 438. Selling everything to upgrade.

CBM64c, disk drive, joystick, 400+ games, AR Mk.6, 100+ disks, 2 disk boxes, every issue of Zzap! 1-61, AR Enhancement disk, loads of latest games. All excellent condition. £250.00 ono. Tel: Dave on 0702

Commodore 64 software for sale. Many litles available. Prices from £1.00 each. For lists send large SAE to Michael Vainola, 5 Woodside Cottages, Highwood, Chelmsford, Essex CM1 3RD. Hi to Steve Packer

CBM64, two tape decks, tape back up, Casio keyboard, over £200 games including IK+, Ninja 1+2, joystick Citizen printer, mouse and cheese Only £180. Worth over £500. Telephone 0405 765595. Swap for Amiga 500, Quickly PLEASE

Commodore 64, datacassette, joystick, magazines plus £350 of original software including Robocop, Untouchables, Operation Wolf, Barbarian 2. Will sell for £140. 9 months old. Tel: Plymouth (0752) 336560.

Commodore Light Fantastic pack. Brand new. Bought at Xmas, unwanted gift. Light gun. joystick, manuals, books, over £350 of games. Worth ovr £500, will sell for £250 ono. Call Lee on Guildford 503846.

Lane, Stretton, Warrington WA4 4NG.

C64, 1541 disk drive, C2N datasette. 1520 printer/plotter, joystick, 30+ disk and games on tape, £275 onc. Tel: Manchester (061) 962 3356.

Amiga cheat disk issue 4 out now! Full to the 880K with cheats + hints. tips and complete solutions. Price £3.50 or send Issue 3 disk and £1.50. Send to 45 Maplecroft Crescent,

C64c, 1541-2 disk drive, AR VI cartridge, C2N, lightgun, Geos, 100's games, top titles, disks, joystick, Only 6 months old, all boxed, mint condition. Tel: 0934 832828 and ask for Mike (evenings). Price £300, might

Bargain C64 (boxed), perfect condition, datacassette (boxed), joystick (boxed), TV (boxed). powerpack, £200 worth of games including Robocop, Myth etc. Everything only six months old, Worth £700 sell for only £300. Call Paul on (0742) 305046 after 4.00pm.

C64 with games for sale. Includes Op-Wolf and many more. Also has blank tapes and cartridge. All in good condition and games worth £200. Great offer only £200. Ring (0202) 309957, ask for Darren.

64/128 Commodore + disk drive + data recorder + Action Replay Mk IV + 50 disks + disk box + 100 cassettes all originals + books + joystick. All for £300.00. D. Gill, 137 Downs Drive, West Timperley, Altrincham, Cheshire WA14 FOLL

PC Engine PAL, 3 games, joypad, inc. Chase HO, £150, C64, joystick, 100 games inc. Stunt Car Racer, ils 'N' Ghosts. £200 or swap both for Alari or Amiga. Phone Steve on

Thunder, Ghouls n Ghosts, 1 joystick. Worth over £1500, sell for £350!! ono. Tel: 081 647 7355 after 5pm. Ask for

SEX! Right, now I have your attention. Commodore 64c for sale, 2 data recorder, back-up board, Quickshot Turbo joystick and £600 worth of games. Worth £750 in all, sell for £250. Call 0384 637141 for address.

CBM 64, C2N, Excellerator Plus. Action Replay Mk IV, Expert cartridge, light pen, with all software. over 300 disks, storage boxes, £1000 worth software, printer/plotter, joysticks, paddles, manuals, book, mags and notcher, £450 ono. Tel: (04023) 40308.

Cor blimey! 155 original C64 games inc. Last Ninja 2, Barbarian 2, Hercules, Dragon Ninja, Rambo 3, 19, Escape From Singes Castle, Skate Crazy and many more. All this for just £100. Phone (04023) 40306.

C-64, 2 datasettes, paddles, 2 joysticks, tape Turbo, tape-to-tape back up board, over 100 softwara You won't need anything for years. Selling to buy another computer to further career. Selling for only £300. Phone 021 520 6736

C64, C2N, 1541 disk drive, joystick, many tape and disk games, books and Zzap Nos. 1 to 52. £200. Phone 01 451 3181

PEN PALS

C64 contacts wanted! Send disks and letters to Daniel De Young, 4 Kearney Mews, Marangaroo 6064. Western Australia. 100% reply to all who write!!

COMMODORE SUPPLIES

REPLACEMENT PARTS Amiga Power Supply	LC10 - 24
Commodern 128 PSU	Brother M1009 £4.90
Vic-20 Modulator	CABLES ETC
64 Dataparder (C2M)	Serial Cable (64)
16/44 Datacorder (C3N)	Amiga Cable (Centronics)
PRINTER RIBBONS	OTHER ITEMS
MPS801 Ribbon£4.99	Simons Basic Extension
LC1 8 Ribbon£4.99	100 z 3 1/2" DSD0 Certified£49.9
GRizan 1200£4.99	54 Magoum Lightgan£34.99



Prices are fully inclusive. Delivery within 14 days. Chg/PO to; Omnidale Supplies (Z), 23 Curzon Street, Derby, DE1 2ES Tel: (0332) 291219

VISA

...£34.99

AT LAST! COMMODORE I/C SPARES

AT DISCOUNT PRICES

For C64, C16, +4, C128 and Amiga

CIA	6526	£12.99	ROM	901227-03	£8.99
MPU	6510	£9.99	ROM	901,225-01	£7.99
PLA	906114-01	£9,99	SOUND	6581	€16.99
ROM	901226-01	£12.99	RAM	4164	£2,99
	C641	JSER POR	TRE-SET S	WITCHES £5	99

MICRO MATE REPAIRABLE C64 POWER SUPPLY UNITS. SUPERB QUALITY WERE £29.99 NOW £24.99

C64, C16, +4, SERVICE MANUALS £19.90

All prices include post & packing, handling and VAT-send your faulty computer and P.S.U. for estimate and repair from £9.99 + parts + carriage + VAT.

SEND CHEQUE/P.O.

ACCESS/VISA CARDS WELCOME

ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL, FYS 3NE Tel (0253) 822708

Amiga contacts wanted. No beginners. Also programmers for demos, grafx men, musicians (London only). Write to: Spook, 115 Old Church Street, London SW3 6EA. P.S. Hi to Ballbreaker and please don't

Amiga contacts wanted worldwide. Interested? Write to: Shul Wei, 29 Lowside Drive, Oldham, Lancs., England OL4 1AS or phone (061) 626 3271 after 4pm. So get sending your disks and lists

C64 disk contacts wanted! Anyone and everyone welcome, 100% reply. Write to Alan, 17 Lower Church Street, West Bank, Widnes, Cheshire, England WAB ONG. Send your lists now!! (Even if you five 20,000 miles

Amiga contacts wanted. Send disks and lists to Nick, 36 Pear Tree Lane. Loose, Maidstone, Kent ME15 9QX or phone (0622) 745520 after 4pm. 100% reply guaranteed.

C64 disk contacts wanted to swap latest stuff. Send lists disks to Chris. 30 Allens Road, Hamworthy, Poole, Dorset BH16 5BU. 100% reply. Write soon. Disks get priority.

Amiga contacts wanted. Write to Jason, 19 Hainault Grove, Chelmstord, Essex CM1 2TP 100% reply. Send disks and/or list.

C64 contacts wanted to swap latest stuff world wide, disk only. Send lists and disks to: Kaine, PO Box 3227. Shailer Park, QLD, 4128 Australia. 100% reply, so write now!

C64 tape and disk contacts wanted worldwide. Swap progs. Send lists, disks, tapes to: Jason, 15 Rothbury Road, Dovecot, Liverpool L14 4AD A.L.A. So write now.

Amiga contacts wanted from anywhere. Send disks/lists to: Johnny McGreevy, 215 Listcoder Road, Saintfield, Co Down, N Ireland BT24 7JA. 100% reply to any disks or letter.

Amiga contacts wanted to swap latest games. Send letter or disks to Andrew Baptie, The Iron Duke, 254 High Street, Crowthorne, Reading, Berks, or phone from Mon to Friday on 0344 772568, See ya soon.

Amiga contacts wanted. Are you honest and very fast? Then write to:-Jason Hollingsworth, 4 Dunluce Place, Wodonga, Vic., 3690 Australia. Optional: include list and disks if you wish to begin swapping immediately. Everyone's welcome.

Classifieds

USER GROUPS

PD programs C64 available. Disk and cassette. Utilities, business, music, demos. Just send a SAE for price list to: PDW, 42 Chesterfield Road, Worthing N1.2 6DD. Low prices - fast service

CBM 64/Amiga PD disks £1.50 each or get one free when you join 'Crystal Unicom', the world's largest contact system. Join now!! Write:- Adam, Crystal Unicorn, 'Redways', Harps Hall Road, West Walton nr. Wisbech, Cambs. PE14 7DJ.

MISCELLANEOUS

Sensational offer, hundreds of pokes and passwords with free instructions in a great package for C64. Send only £1 and SAE to S. Freeman, 31 Durham Crascent, Washingborough, Lincoln LN4 1SF. While stocks last!

EEEs can be yours when you join Endless Wealth. A money spinning venture which complies with present British Laws! Send Stamped Addressed Envelope: Mr J.R. Dutton, 784 Liverpool Road, Ainsdale, Southport PR8 3QF, Free info!

Hey music lover! Available now: Music (you choose) on tape (90 min) for £5. Write to: Didia, Sartlaan 32, 8400 Ostend, Belgium for details + list (singles + albums of pop, hardrock, new beat..) Do it!

Earn £320.00 a day easy, no skills or qualifications are required. You can be any age, even if you are at school or retired. For details send SAE to 34 Rowlands Castle Road, Homdean,

Earn ££££'s simply and legally. For more free info send a large SAE to Chris Palmer, 27 Stanmer Villas, Brighton, East Sussex BN1 7MQ. This is your BIG chance to earn loads of cash. Send today!

END OF THE LINE!

After a long, and hopefully very useful fristory, ZZAPI Classifieds are now destined for an early retirement. Sadiy, it's the old case of a lew software pirates spoiling it for everyone else. While we're sure most of the ade are completely legitimate, a small minority may be peddling pirated software and so, regrettably. Newsfield additionable to discontinus the section. Piracy is a serious problem which robe affords to stemp out piracy, Newsfield backs the European Leisure Software Publishers's Association (ELSPA) and the Federation Against Software Theff (FAST). Any outstanding are already paid for will appear in the next issue, but small software houses and other legitimate businesses which have been using the a small ad in ZZAPI can cost. Make that call, do business!



PIPE UP FOR A PRIZE

Pah, those selfish reviewers won't let me borrow an Atari Lynx handheid to play in my bowl! Never mind, the winner of this bendy comp will be able to play games. rever he wants. The lucky geezer is:

Raymond Ro, Haywards Heath RH16 1QD.

Two runners-up can also have fun with their Nintendo Gameboys...

niel Swirles, Manchester M20 OLL; David Giles, Slough SL2 1TA. And 15 runners-up can get driven round the bend with a copy of Pipemania.

Philip Duggan, Tyne & Wear DH4 4QY; Andreas Forsland, Karlstad Sweden; Anthony Taylor, Hetton-Le-Hole Tyne & Wear DH5 9DH; Patricia Jackson, Glasgow G45 9RP; Chris Kirkham, Macclesfield SK10 5EA; Eoin Tuairisg, Inverin Ireland; Tom Saxon, Swindon SN3 5AH; Chris Holmes, Fishurn TS21 4AF; D R Newman, Solihull B91 1AW; Ghulam Khan, Coventry CV2 3DW; Eddie Mason, Gerrards Cross SL9 8HY; Andrew Williams, Neath SA10 8EF; Steven Openshew, Oldham OL3 5PT; Peter Chung, Wishaw ML2 8AR; Stefan Alferhand, Reading RG5 3AT.

VROOM AT THE TOP COMP

Virom viromilit's Krazy Ken in his turbo Fishari leading the British Grand Prix. He's only got one corner to negotiate before the chaquered (lag... SMASHI) KERRUNCH' BLAMMM! Whoops, looks like he's just been believed and fried. Well at least the wirner of this domp can't come to any harm racing with the believer Scalester Month Champion [18]. brilliant Scalextric World Championship Set

Douglas Johnston, Kilbarchan PA10 2EB.

25 runners-up also get some top gear in the form of a Ferran sweatstart.

A Smith, Stafford ST17 9PZ; Graham Dormer, Milton Keynes MK12 5NS; Daniel Swirles, Manchester M20 oLL; Jamie Caple, Derby DE2 7DF; Anthony Page, Bristol BS17 4YG; W Oussoren, Holland; Kevin Waddell, Sunderland SR2 0NW; Simon Crosby, Cottlingham HU16 4OR; R J Lee, Holbury SO4 1GS; Paul Bratby, Coverdry CV6 6EX; Tim Rogers, Twickenham TW2 7PE: Lee Marsden, Doncaster DN11 0OT. Andrew Finney, Bromley BR2 8AX, Steve Dawson, Blackburn BB6 7NH; Matthew Wright, Leight WN7.3UF; Steven Maude, Shipley BD18 4BB, Adam Murphy, Birmingham B23 6LR; Janus Christensen, Belguim; S Hales, Godálming GU7 2JW, Scott Mace, Birmingham B36 9JD; Neman Khan, Hounslow TW3 4EW; Marville O'Driscoll, Worcester WR3 7LG; Greig Mackay, Dummes DG2 7AF; Wayne Jephcote, Leinesler LE9 78P; Carl Bell, Preston PR2 2JS.

And there's trendy T-Shirts for 25 folks.

Simon Norris, Corsham SN13 oDT; E Harrison, Manchester M6 7BT; Stephen S Turner, Bexley DA5 1QY; Tom Saxon, Swindon SN3 6AH; Elliot Puddick, Epsom KT17 2NT; Richard Archbold, Basildon SS16 6RR; John Mottatt, Chessington KT9 1BB; J Andrews, London NW5; Matthew Round, Italy; Steven Hutcheon, Fleetwood FY7 7DR; Adrian Bingham, Stourbridge DY8 4PF; Ghulam Khan, Coventry CV2 3DW; Darren Betts, Tamworth B77 2RF; Justin Moyney, Kingsthorpe NN2 8TX; J S Joyce, BFPO 52; Richard Clattenburg, Cramlington NE23 9SF; Mark Rooney, Oldham OL9 7SN; A P Coxon, Nottingham NG15 7JD; Darren Edwards, Caine SNH 8PW; David Garcia, London NW11 7LA; D J Edmonds, Newquay TR7 3AN; Kelvin Methven, Chepstow NP6 SAH; Eric Florkin, Belguim; Andy Harris, Wisbach PE13 2SP; Paul Eames, Walford WD2 SBL. And 50 Electronic Ans Goodie Bags go to these lucky rot:

S Parker, BFPO 113: Damien Murphy, Romford RM2 5QH; Thomas Aldis, Ciren GL7 1AT; John Hicks, Cardiff CF5 4AN; Leon Bysmans, Holland; M Tame, London SE20 7SW; Richard Metcalfe, Hurworth DL2 2DZ; Russell Evsna, Builth Wells LD2 3NG; D Tanner, New Barnet EN6 1SE; Joseph Gibney, Ruheny Dublin; Chris Coddington, Tonbridge TN12 9QQ; Richard Stanley, Norwich NR15 2AL; Paul Corless, Manchester M22 4NP; Mike Todd, Blehops Castle SY9 5DB; East Meon, Crowbrough TN6 1RW; G Kemble, Australia; Michael Wilson; Hutton PR4 5TB; 8 Stafford, Newtownards BT23 5LG; Martin Garclelet, Sweden; P R I Hewelt,

SLG; Martin Garclelet, Sweden; P.R.I. Hewett,
Feltham TW13 4EA; Bjorn Halen,
Finland; Richard Quirk, Lonan, Isle of Man, G. J. White, Sedgebrook NG32 2EX;
Carl Dyke, Great Sutton L66 2RT; Simon Dawdry, Nelson BB9 6LP: John Clarke,
Belvedere DA17 6EA; Mobeen A Bhatti, Lincoln LN1 1LF. Timothy Simpson,
Tregaron SY25 6LU; Stuan Melville; Abernethy PH2 9JP; Mark White, London,
N7 6EL; R.L. Mauger, Guernsey C. Islands; Duncan Smith, Wakefield WF4 2AL;
Oavid Humon, Bath BA1 5ED; Robert Tillotson, St. Albans AL1 2LP; Richard
Bowen, Kidderminster DY11 5QP; Chanes A Ewan, London E18 1QE, M.E. Beil,
Dartford DA; 4NB; Jamie Damp, Isle of Wright PO30 3AQ; Stuan Harvey,
Greenfaulds G67 4LD; Neil Herbage, Reading RG3 6RE; Ben Rotands,
Cheltenham GL51 9QP; Douglas J Rae, Brewood ST19 9DF; Tom Brettell,
Dudley DY1 2ER; Andy Clist, Bath BA1 7AH; Andrea Jackmen, Burbrooke NN7
3OX; Neil Owens, Liverpool L27 1YS; David Miskimmin, Bangor BT19 2FG;
Adrian Morris, Scarborough YO13 9EJ; W Rentzenbronk, Holland; Mr Chas,
BFPO 43.









Cor Blime!

THE BUDGET BIT!

BLINKY'S SCARY SCHOOL

Zeppelin, £2.99

The McTavish family may be partial to a drop of Scotch but they loathe spirits! Ghostbuster Red Laird McTavish banished all the ghosts from his haunted castle. A century later, the ghouls decide it's time to get their own back. Blinky, the star pupil from the Scary School for young ghosts, is given the task of condemning the present Laird, Hamish McTavish, to a lifetime of haunting.

Exploring the flickscreen castle rooms, Blinky encounters ghost traps and plenty of intruder-hating creepy-crawlies and slimies — personally, I'd rather have ghosts in my home! Avoiding these energy-reducing hazards, Blinky must find the ingredients for magic

potions to help him in his quest.

Some good spooky intro music gets you in the spirit to run and jump (surprisingly, you can't float) around the castle. The graphics are a bit Spectre-ummy and, with asties, not particularly — but then, that's why cute nasties. spooky you're here. The game itself is a typical sort of platform arcade adventure. Apart from potion ingredients, objects cannot be used in any way, except for toilet rolls which are required to access the innovative, lavatorial teleport system - it makes you go faster! Otherwise it's all pretty standard stuff, but lifted greatly by the fun storyline.

OVERALL 72%



WIZARD WILLY CodeMasters, £2.99

S top that giggling at the back, this is a serious game! Fifi the fairy is trapped in the evil Emperor's fortress, but thankfully she's got her Wizard Willy. This very popular magician (housewives' favourite) has got a big job ahead as he sets out to rescue her. He must penetrate the fortress by venturing through several horizontally scrolling levels filled with platforms, exploding traps, and nasties — killed by hurling small lightning bolts at them. If Willy makes contact with nasties it has a detrimental effect on his health.

On each level, ten magic eyes must be collected before facing

the end-of-level guardian: a fireball-spitting skull. A variety of special icons can also be picked up including a vanish spell (smart bomb) and extra lightning bolts, energy and lives.

Graphics aren't exactly magic with a tiny Willy, Size isn't everything though and the two-layer parallax effect adds something—I don't know what, but something.

Anyway, jumping around platforms collecting stuff isn't very innovative but the fast paced action is fun for a while if over a bit too quickly. Maybe Willy isn't such a Wizard after all.

OVERALL 53%

KGB SUPERSPY Code Masters, £2.99

This is very much a Defender clone, with your helicopter zooming left or right over the horizontally scrolling defence installations to rescue the scientists. Enemy hits cause fuel loss which can be replenished by collecting the circular pods. Other objects which can be picked up include a shield, bomb (for destroying tanks) and bonus points. If you die, all the scientists you've been collecting are lost.

The background graphics are nice, as are the sprites, especially

the soldiers But your yellow hell-copter is a rather unattractive spledge and the graphics never rise above okay. Gameplay is unoriginal and a bit tough — it's very easy to touch the joystick wrong and go crashing into the ground, particularly when manoeuvring to pick up a scientist. But practice allows progress onto later, graphically attractive levels. Nothing to compare with Dropzone or Insects in Space perhaps, but still worth a look.

OVERALL 60%





BUDGeT

SUPER TANK SIMULATOR

CodeMasters £2.99

wo games for the price, one of which looks better than Op Thunderbolt, sounds unbelievable but Super Tank Simulator really does deliver. The game you begin by playing is a mediocre tank game. Your Super Tank has ping pong shells which bounce along the walls of fiendish enemy mazes packed with mines, rapidfiring guns and tanks. The game is shown from an overhead perspective, push-scrolling vertically. Left/right controls which direction the tank faces, while forward/back makes the tank reverse or go forward. The gun turret is frozen, so you fire in the direction you're facing.

If you get to the end of a level then the game switches to a firstperson perspective. You control a gunsight while a parallax-scrolling backdrop moves leftwards with enemy soldlers sniping out of it. There's also some beautifully drawn gunship helicopters and tanks moving around, spitting out some very lethal firepower.

Gameplay on the first game is rather fiddly and repetitive, but not bad. The first level's 'Battlefield' graphics are a little cluttered but there's some okay buildings and level two's city is quite slick. The Op Thunderboltstyle game is almost as playable as the horizontally scrolling sec-tion in the Ocean original, although there obviously isn't a two-player mode. The scrolling is slick and fast, while the graphics are top-notch. The only drawback is that it's quite short and inevitably lacking variety — no terrorists rushing at you in this game. Still, not a bad combination of games and good value.

OVERALL 76%







OLLI AND LISSA 3 CodeMasters, £2.99

H appy couples are as rare in computer games as they are in Hollywood, but Olli and Lissa are the exception that proves the rule. An affectionate pair of indeterminate species, they made their CB4 debut three years ago and are still together in his latest sequel. After helping a ghost regain his powers in the original, their latest escape seems deceptively simple: Lissa would like to go for a ride in a country, and wants Olli to repair one of her two cars for the trip

Unfortunately all the parts Oil needs have been scattered around a massive flickscreen caslle infested with all sorts of creepy creatures eager to make Olli mis his date, it's another arcade adventure with planty of objects to find some of which need to be used together to be of use. So far, so familiar and apart from the

absence of colour clash the graphics are unimproved over the Spectrum original. But what sets this game above the rest is the enimation. CodeMarters really have got a cartoon hit with this one. When Oll picks something up he winks and gives you the thumbs up, use the telephone and he adually pidts it up and mutters into it (a thought bubble appears with a pointing arrow as a hint

where to go next!)

CRASH gave this 90%, and while there's no disguising its Spectrum looks and gameplay, it's still a really good arcade adventure. The graphics are fairly imaginative and varied it plainly coloured and Olli is great fun — although he's a little awkward to manoeuvre up and down ladders. All in all, well worth buying!

OVERALL 84%

PRO BOXING SIMULATOR CodeMasters £2.99 (Rerelease)

his was originally released by Superior Software with the title By Fair Means Or Foul This was probably a more api litle as im sure most professional boxers don't go in for such tactics as kicks and headbutts.

However, in this 'sim' you can get away with such illegal moves; as long as the ref doesn't see. This is pretty easy as the ref is usually on the wrong side of the ring or even asleep. To defeat an opponent you must win reduce his five 'lives' to zero before he does the same to you. This is achieved by winning a round either by knocking him out (reducing his energy to zero) or on points (by having more energy left than him at the end of the round). Kicking and butting is a good way to reduce energy but if the ref spots
If he'll call a foul, removing one of
your lives. The colour of the little
man at the top of the screen
shows when it's safe to cheat!
There are different boxers to

light, the harder ones requiring a password gained from beating lesser ones. There's also a prac-tice option to try our the various

When it was reviewed in Issue 45, the game earned a respectable 66% with Gordon Houghton a bit dubious about the 'purple, pug-featured sprites' but otherwise finding the game fairly playable. Kati Hamza also found the presentation lacking but gameplay fun, and also noticed one of the strangest quirks of the game: even when a boxer is counted out he gets up again, fresh as a daisy for the next rourid)

Despite very basic presentation and a lack of realism, the game offers simple but appealing action which is good value at the budget price And cheating now and again is fun know what I mean,

OVERALL 62%



RB (III

Unit 4, B.D.C, 21 Temple Street, Wolverhampton WV2 4AN Tel: 0902 25304



Call us on: 24 Hour Credit Card Hotline 0902 25304

MAIL ORDER ONLY

CBM 64 FULL PRICE

	F-10-7-1	-
	CASS	DISC
Adidas Championship		
Football	8.99	9.99
Batman The Movie	6.99.	9.199
Barriochess	N/A	9.199
Block Tiget	5.99	9./99
Bloodmoney	6.99	B.99
Bloodwyth	8.99	9.99
Bornhor	9.99	13.99
Brian Clough's Football		
Fortunes	5.99.	9.99
Cabal	6.99.	9.99
Carrier Comand	9.99	11.99
Championship Golf	6.99.	N/A
Chase H.Q.	6.99.	9.99
Cloud Kingdoms	6.99	9.99
Continental Circus	6.99.	9.99
Crackdown	6.99.	9.95
Cricket Master	6.99.	WWW.N/F
Corse Of Azure Bonds .		15.99
Cyberball	6.99.	9.95
Daily Double Horse		
Racing	6.99.	9.99
Dan Dare 3	Dunib 99.	10.9,9
Die Hard	N/A	13.9
Double Dragon 2		9.9
The Quet (Test Drive 2)	6.99	11.9
E-Motion	6.99	9.9
Emilyn Hughes Soccer.	7.58	8.9
Ferrari Formula 1	6.99	9.9

Flendish Fred	ldv	6.99	9,99
Football Dire	ctor	6.99	N/A
Football Men			
Exp Kit		6.99	9,99
Fun School 2	(6-8)	6.99	9.99
Ghouts and G			
Greg Morman			
Uttimate Gol			
Hammertist.		0.99	9.99
Heavy Metal	STREET, STREET	6.99	9.99
Hard Drivin		6.99	9.99
Hot Rad		6.99	
Impossamoli			9.99
Indiana Jone	s		
Last Crusade		6.99	9.99
Haly 1990	A PROPERTY OF	8.99	.11.99
Kenny Daigli	sh	6.99	N/A
Kick Off		6.99	N/A
Klax	***********	6.99	9.99
Lazer Squad		6.99	9.99
Microprose :	Soccet	9.99	13.99
Might Magic	THE PROPERTY.	min/A	13.95
Milestone	anne commerce	Б.99	9.99
New Zealann	d Story	6.99	9.99
Ninja Spirit	Cottate contract	5.99	9.99
Ninja Warris	MS	6.99	9.9
Operation T		6.99	9.99
Paul Gasgoi		2.84	-
Super Socce	W minoring	6.99	9.9
Pipemania.	*******	5.99.	9.9!

Rainbow Island	. 6.99	9.9
Red Storm Rising	9.99	13.9
Rick Cangerous	6.99	9.9
Robocop	6.99	9.9
Rocket Ranger	M/A	.13.9
Run The Gauntlet	6.99.	9.9
Scapeghost	9.99.	. 9.9
Scrabble, Monopoly		
& Cluedo	13.99	
Scrambled Spirits	5.99	9.9
Shadow Warriors		
Shingbi	6.99.	9.5
Sonic Boom	6.99.	9.5
Space Harrier 2	6.99	9.5
Stay Wars Trilogy	8.99 .	.13.5
Stealth Fighter	9.99	13.5
Strider	6.99	9.5
Stunt Car	5.99	9.5
Superleague Soccer	5.99.	9.9
Times Of Lore	6.99.	8.
Tracksuit Manager	6.99 .	N
Trebie Champions	6.99 .	10
Turbe Outrun	6.99	
The Untouchables		9.
T.V. Sports Football		13.
Vendetta	6.99.	9.
World Boxing Manager.	6.99	······M
World Cup Italia 1990	6.99	9.
X-Out	6.99	9.
See Control of Control		

BUDGET

	1000
2 Player Super League Soccer	2.99
3.0 Pinhall	2.99
A Socces Sim	2.99
19 Boot Camp	1.99
1942	2 99
720	7.90
And the T	5.00
Ace 1 or Z	2.00
Advances Pingall	2.99
Airwall 2	7.99
Arcade Flight Sim	2.99
Arcade Fruit Machine	2.99
Anmy Moves	.2.99
Assault Course	.2.99
Banckok Knights	2.99
Barbarian	2.99
Barry McGuigans Boxing	2.99
Bard's Tale	2.99
Blasteroids	2.99
Blinky's Scary School	2.99
Boxing Manager MEW	2.99
British Superleague	2 99
Bombjack 1 or 2	4.00
Buent flow	2 00
Buggy Boy	2.00
Classic Penter	2 00
Classic Punter	E 38
Classic Trainer	
Combat School	2.99
Germando	
Count Duckilla NEW	2.99
Crazy Cars	2.99
Cricket Captain	2.99
Crickel International	1.99
Cybernoid	2.99
Daley Thompson's Decathlon	2.99
Dizzy or Treasure Island Dizzy	2.99
Dizzy Dice	1.99
The Double	2.99
Dragens Lair	2.99
Endura Racer	.2.99
Eurpeon 2	1 00
F.A. Cup	1 90
Fantastic Soccer	2.00
Fantasy World Soccer	0 00
Farnandez Must die	
Farnamose must die	+ 00
Firstrack	0.00
First Pals The Post	
Fix12	Z.99
Flintstones	
Flunky	0.99
The Footballer	Z.99
Football Champions NEW	2.99
Football Manager	2.99
Footballer Of The Year	2.99
Footballer Of The YearFoxx Fights Back	2.99
Frank Bruno	1.99
Frankmostelle Jns	2.99
Fout Machine Sim	2.99
The Eury	1.99
Fruit Machine Sim	2.99
out cheeps achained appear	

Gauntlet 1 or 2	2.99	В
Ghosts and Goblins		В
Graham Gooch	1.99	3
Great Escape	2.99	6
Green Beret	2.99	
Grid Iron 2	2.99	
Gunflighter	1.99	
Hardball	2.99	
Hollywood Poker	7.00	
hypersports	2.99	
international Rugby Stm	2.99	
International Soccer	2.99	
Morri Warriors	.2.99	
Jack The Nipper 1 or 2	2.99	
Jalioresk.	2.99	
Joe Blade 1 or 2	1.99	
Knight Games	2.90	
Knightmare	1.99	
Konami Ping Pond	.2.99	
Leaderboard	.2.99	
League Challenge	.2.99	
Match Point	2.99	
Mission Elevator	2.00	
Monty On The Run.	.2.99	
Moto Cross Sim	2.99	
Mouron Turget	2.99	
Night Racsr Office & Lisa 3 NEW	1.99	
On The Board	2.00	
Overlander	2.99	
Pan neboy	2.99	
Parallax	2.99	
Pitston 2	2.99	
Platoon	1.00	
Postman Pat	2 99	
Postman Pat 2	2.99	
Powerplay	1.99	
Predator	2.99	Я
Premier 2 Football	1.99	S
Pro Boxing Sim	2.99	a
Pro Tennts Sim	2.99	ı
PSt Warrior	1.99	п
Punch and Judy	2.99	1
Quartet	2.99	1
Rally	2.99	N
Rally Cross Sim	9 00	
Rambo Rampage	2.90	,
Rastarumoer NEW	2.99	з.
Henenage		9.
Readblasters	2.99	9
Rock Star Ate My Hamster	2.95	9
Manual Linnage Potentiere	THE PERSON NAMED IN	•

Duran	2.99
Rygar	
Sam Fox	2.99
Scaphy Dag	1.99
Short Circuit	2.99
Sinma 7	1.99
Stealer Crazy	2.90
Sknot Daze	1.99
Sacrar Bass	1.01
Soccur Q	2.9
Smoot Dut	2.9
Spicer /	
Confu and Sween	2.0
Snindizze	2.9
Emittlen Aft	7.9
Spyhunter	2.9
Spy V Spy	2.9
Steve Davis Snock	2.9 2.9 1.9
Striket	2.9
Summer Games	2.9
Supercycle	1.9
Super number coon	20
Superstank Sim	2.9
Task Force	Consideration of the Constitution of the Const
Tetris	2.9
Theatre Europe	2.9 2.9 Englas 2.9 2.9 2.9 2.5 2.1
Thomas The Tank	Engine2.0
Thundercats	2.9
Tam Cat	montoscomming.
Top Eun	monamment by
Transfer 1 or 2	11
Transport totand O	7.5
Turbo Esneit	
Turl Form	2.5
III S Gaskelball	acres and a series and a
US Basketmaster	2.1
War Machine	2.
Way of the Tiger	2
Who Dares Wins	2. 2
Winter Games	and and and and
Wizard Willy NEV	Principal de la companya de la compa
Mondachou	
World Champion	Soccer2.
World Class Land	perhanned 2.
World Games	
World Soccer	er NEW 2.2.2.1.Escape
Yes Prime Minist	er NEW
Yie Ar Kung Fu.	2
You Bear	www.
You Bears Great	Escape
Zamzara	2.

SALE STOCK

	Newland 200
Afterburner2.99	Pacland2.99
Circus Altractions	Pacmania
Cosmic Causeway	Quedex2.99
Cybernoid 2	Question of Sport
Dactivators	Question of Sport (Disc)
Dalta2.99	R-Type
Dominator	Ranarama
Flying Shark2.99	Rasputin
Hunters Moon2.99	Sidewiza1.39
Intensity	Spoodball
Kamay	Streetsports American Football 2.99
Live and Let Die	Thunderbirds (Grandslam)3.99
Magnetron1.99	Thunderbiade
Mini Gall	Ubik's Masik
Ninja Hamster	Xonophobe2.99

NEW BACK CATALOGUE

P.B. 3.99 Hered Beast 3.99 silistix 2.99 hicago 30's 2.99	Milus Reid's Pop Quiz. 2.99 Powerdriff 3.90 Tusker 3.90
Il Brook 2 00	

COMPILATIONS

PATTING SPICHTS In Sanoker, Grand Priz Sim. Pro Ski & BOAX In Coas #2 80

COMPLITER CLASSICS Zynaps, Dynamile Con, Alliens, Engles Nest & Couldron Z. CASS E6 50

THE BIZ R-typs, Operation Wolf, Double Ocegon, Ostman the Caped Crusader, GASE 25.05 DISC C13.95

MEGA MOX Operation Wolf, Barkston 2, Oragon Nings & Real Checkhosters CASS ER 95 DISC E15.09

PAS a Johns Templie of Octom, Bilasterolds, Led Templerblade, Imp Mission 2, CASS DISC C13.99 150% DYNAMITE Affecturing, Lint Novin 2, Wes La Maex, Double Desgue GASE 29,99 DISC 213-99

TAITO COIN OPS Reston, Frying Stark, Arkenold 1 and 2, Slaphight, Bubhis Sobbis Rivneyada and Legend of Kage CASS 18.98 DISC C11.69

AM ARCADE COLLECTION
LENK, Green Bernt, You Ar Kung Fa 11 and 2;
Pong Mikis, Jackal, Hyporsports, Nembers
Rea-Line Road, CASS E8,99 DISC E11,98

IN CROWD Karnov, Grysse, Barbarian, Crazy Cars, Predator Combat School, Plation & Target Randgada CARS 19 98 DISC 611-38

IPREME CHALLENGE SOCCER SPECTACULAR

FIST'S AND THROTTLES Bongy Boy, Dragon's Lair, Skari Warriors, Toundercats and EndoroRucer, CASS E5, 50

GAME SET AND MATCH 2 Match Day 2, Superbowl, Winter Diporplad, Wick Faich, Championnihip Seriot, Track and Field, Steve Dayle Secular and Super Rang on. CASS 18 99 DISC 211 99

GLANTS Helling Thunder, Gaintiel 2, 729, Outros California Gomes, CASS 19, 99, DISC 613,99

SUPPREME CHALLENGE Starglider, Table, Seations, ACE 2 and Elito CASS CS.50

SIX PAR VOL 2 Eagles Hest, Unity, Shockway Floor, Int. Karala, Ace and Lightforce, CASS 25, 58

THRILLTIME GOLO 1
Paper boy, Ghests and Gobins, Bombjack, Bally and Turko Espril. CASS E8 00 DISC E9.96

THRILLTIME GOLD Z Airwell, Scusby Das, Battaychide, Esbotour and Frank Bruno, CASE 55.96 DISC CR.99

THRILLTIME GOLD 3 Commando, 1947, Spittire, Combat Lynz, Deep Strike, CASS SK 90, DISC 29, 99

THRELLTIME PLAT I.
Buggy Boy. Space Horrise, Live and Let Die.
Overlander, Dragon State, Thundersate, Bayond
The Ice Palaze, Greet Gustance, Hosping Mad-and Buri Warriors, CASS 58, 99. DISC 59. 99.

All orders sent FIRST CLASS subjected in 10:-Spittware City, Unit 4, 800	AND INFORMATION ect to availability. Just fillin the of 21 Tangole Street. Wolverhampio	oupon and on, WV2 4AN
ORDER FO	RW (Block Capitals)	
Name		,,,,,,,,,,,
Audi coo		

Postcode		
	Tel No	*********

PAYING BY CHEQUE - Cheques payable to Software City

 The Second Control of the Control of					**************************************
	נננ	JJ.	ככו	U.	

Signature. ZZAP JULY



KONIX MEGABLASTER
Precision moulded certifol knob with steel shaft for complete reliability. Our fire buttons for left and right hand use Heavy outy leaf switches and rubber suction cups.

Offer 56,99

Brand new design with 8 microswitches. 3 Autoline buttons and single normal fire button provide trigger readliness.

OFFER \$11.85

E UPOMAX ELITE STANDARD Short Travel microswitch action in erganomic and highly durable design Offer \$9,95

EUROMAX MICRONANDLER
An array of featurest entra-sensitive microswlich action, two integrated paddes, variable Autoline, extra landies buttons and solid metal casing with rubber suction cups.

OFFER \$19.95

DYNAMICS COMPETITION PRO 5000 (NORMAL): Features arcade quality microsyliches, dual file buffens, robust sieel shaft and rubber return for smooth cantrol.

OFFER \$13.50



DVNAMICS COMPETITION PRO 5000 (CLEAR) Some on PRO 5000 NORMAL DUI WITH

DYNAMICS COMPETITION FRO EXTRA Features Rapid Fire, unique slow motion and see-thru body. DFFER \$15.00

POWERPLAY CRUISER STREAMLINE ALL BLACK With dual lead for Spectrum 48K/128K/Plus/Phaz/Plus3, OFFER 12.99

POWERPLAY CRUISER CLEAR AUTOFIRE Simply by holding down either of the file bultons engages Autofire. OFFER £12.99

POWERPLAY CRYSTAL STANDARD Clear Joyttick with red the buffors and platal grip handle. OFFER \$14.99

POWERPLAY CRYSTAL TURBO Some as CRYSTAL STANDARD, but Includes fast Autofire action. OFFER \$15.99

THE ZZAPIHOT SIX

BLOOD MONEY (Psygnosis)

C64

£7.99/£11.99 SAVE £2.00/£3.00!

> Amiga £19.95

SAVE £5.00!

4TH DIMENSION (Hewson)

C64

£10.39/£14.39 SAVE £2.60/£3:60!

PROJECTYLE (Electronic Arts)

Amiga

£19.99 SAVE £5.00 JUMPING JACK SON (Infogrames)

Amiga

£19.99 SAVE £5.00!

ROTOX (US Gold)

Amiga

£19.99 SAVE £5.00!

INTERNATIONAL 3-D TENNIS (Palace)

£7,99/£10.39 SAVE £2.00/£2.60!

Amiga

£19.99 SAVE £5.00!

No 61 May 1990
Megatape 6 with two Sizzling shoot-sem-ups comes with this amazing issue. The games are shalamus a Sanivar and Ocean's Mutants. Inside this Issue are an interview with the incredible. Sepsible Software and Philis thilling challenge match on Rick Off. Plus a scintillating batch of 90% games.

reviewed including furtical (best C64 game of 19907), Ninjo Spirit, TV Sports Football, Cattle Master, Hammerlist, Player Manager, Plus, Pro Ferrits Tour Typhnori Thompson, TV Sports Baskerball, Flendish Fready, X-Out, Manic Mineri

No 62 June 1990
Magatape 7 With two more campilete games, On Not and Dominion, plus on excellent music demo from Apex. Inside are the results of the 1989 Readers' Awards

ZZUPEROFFEF SAVE LEES WITH INFOGRAMES

Apart from our highly recommended games list, you can order any gima released by the major software houses to date on disk or casselle.

Not all Histed products have been released at the time of going to press. Goods will be dispatched as soon as possible. Customers will be informed of any long delays. Ring 0584 875851 for release dates

or Bline BUDGET **BUY 3 & GET ONE** FREE

Yes! It's as simple as that! You buy any three £2.99 games through ZZUPERSTORE! and we'll give an extra £2.99 title of your choice completely FREEI



and the start of Creature Feature and the start of Cleature Feature
the angoing diary of Apex
Software's next game.
Seviewed International &D Tennis.
It is Spirit Tennis Cup. Their Finest
Hour. The Battle Of Britain, Time
Solales, Carrier Command, Escape
Figm The Planet Of The Robot
Monsters

ALSO AVAILABLE! ISSUES 5, 8, 12 TO 28 ISSUES 30 TO 41 **ISSUES 43 TO 62**

SIM CITY

C64 disk SAVE £7.00! **NOW ONLY £12.99** Amiga £18.99

TIN TIN

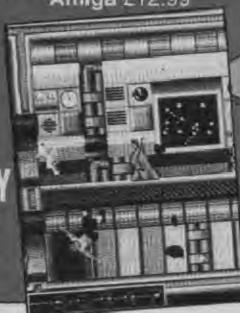
C64 SAVE up to £5.00! £6.99 cass/£9.99 disk Amiga £12.99

PURPLE SATURN

C64 SAVE up to £5.00! £6.99 cass/£9.99 disk Amiga £12,99

FEATURING BOBO C64 SAVE up to £5.001 £6.99 cass/£9.99 disk Amiga £12.99

STIR CRAZY



How to order

The offer prices on our games list include a generous account and are inclusive of First Class postage.

If you wish to order a game not included in the list, please use the following Special Offer discount table to calculate your Offer price from the recommended retail price guoted on the software houses adverts.

SPECIAL OFFER DISCOUNT TABLE

RRP	OFFER	SAVE
4.00	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8,95	7.20	1.75
6.99	7.24	1.75
9.95	7.95	2.00
9,99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.00	10.44	2.55
14.95	11.95	3.00
14.99	11.99	4.00
19.99	15.99	4.00
23.00	18,40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6,00
34.95	27.95	7.00
Par Day		The state of

Remember, apply the discounts to RRP prices only, not to our discounted Offer prices quoted on this page! Don't forget to indicate which com-puter you own and whether you re-quite the software in cassette, disk or cartridge form. Similarly, don't forget to inclicate gar-ment size for T-shirts.

Prices valid for UK/Eire/Europe only. For Overseas orders please add \$2.00 per Item for Air Mail delivery.

_		_		-	_		_	
774	-	No. of	400	-	ion.	-	200	•
20 M	V - 11	90.0			200		-	м

NAME **ADDRESS** POSTCODE PHONE No

Description Price Total

Access Visa Cheque Postal Order

Method of payment (please tick)

Credit Card No Expiry date

Make cheques and postal orders payable to ZZAP! Ltd. Send this form to ZZUPERSTORE, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.

HEY, SUBSCAIBE! WHAT'S ZZAP! GOT?

IT'S GOT THE LOT!



Zzap! has now got its very own subscription and back issues sales office in Ontario. Canada. Just phone your order through to Barry Hatcher of British Magazine Distributors Ltd. on tel. 519 4211285 (or lax him on 519 421 1873) - Visa accepted. Atternatively send your enquiries to British Magazine Atternatively send your enquiries to British Magazine. Distributors Ltd., 598 Durham Crescent, Unit 14, Woodstock, Ontario N4S 5X3, Canada. Vestly subscription rates US \$45 Canada CAN \$54, Back issues Vestly subscription rates US \$45.90 (inclusive of postage)

ISSUES FREE!

WOT IT COSTS

'UK MAINLAND	€15
OUTSIDE UK	£22
OUTSIDE EUROPE	£35

OUTSIDE EUROPE POSTED AIR MAIL, ALL OTHERS ARE SURFACE MAIL

Yes! Become a subscriber to ZZAP! for 12 months for just £15 (UK Mainland only)! By subbing, compared to the shop price for 12 issues at £18, you save £3! That's the price of TWO issues!! And you'll be saving even more than that because any special issues cost £1.95 each (and there's plenty of those coming your way!) - but you don't pay extra when you're a subber!



BLIMEY!, £3! 'I'LL HAVE A ZZAP! PLEASE BOB!!"

T'S A SAVING OF,

ZZAP!'S ALWAYS TOPS!!

MORE WIBBLY THAN HALF-A-POUND OF JELLY!

MORE FUN THAN A FERRET!

USE THE ORDER FORM ON PAGE 51

THERE'S ALWAYS A COMMOTION GOING ON IN ZZAP!'S UNDERPANTS! THE ULTIMATE CARTRIDGE COMES OF AGE!

ONLY POST FREE

NOW

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

- Load 202 block program in under 6 seconds - world's fastest disk senal loader. On-board RAM and ROM achieves high loading speeds. Works with 1541 1571 Oceanic 1581.
- Automatic infinite tives!! Very easy to use, works with many programs. No user knowledge required.
- Full 64K Freezer Monitor examine ALL memory, including stack. I/O area and registers in their trozen state. Ideal for de-buggling or just for fun!

 Freeze the action and view the sprites.
- watch the animation customise your games kill sprite
- Now you can make your old slow loading programs load taster. Simply treeze the action and save to lape or disk to reload, independently, at superlast speed - no more Waiting for programs to load.

- Easy to use disk file copier. Much faster than conventional methods. Ideal for backing up data disks
- This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required Formal an entire disk in about 10 seconds no more messing about
- Print out your frozen screen to printer-MPS 801 803. Epson. Star. etc. - very versatile.
- For parallel printers, Star. Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99)
- Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great funi!
- Many single stroke commands for Load, Save, Dir. etc. Plus range of extra commands, i.e. Auto Number, Old Delete, Merge, Append, Linesave, etc.

SCIDE SHOW - View your favourite screens in a slide show type display

BLOW UP Unique utility allows you to take any part of a picture & "blow it up" to full screen size SPRITE EDITOR · A complete sprite editor helps you to create or

edit sprites MESSAGE MANER - Any screen captured with Action Replay of created with a graphics package can be turned into a scrolling

screen message with music

THE REVIEWERS BAID.

"I'm stunned, emezed and totally impressed. This is easily the best value for money cartridge. THE CARTRIDGE KINGS."

WARNING 1988 COPYRIGHT ACT WARNING

Dated Electronics Ltd., mether conducte or authorises the use of his producte for the reproduction of

Obpyright material.

The backup facilities of this product are designed to reproduce only software such as Public Domain reletial, the users own programs or software where permission to make backups the been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licences thereof.

HOW TO GET YOUR ACTION REPLY



WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO EMBLE YOU TO START RECEIVING THE BEMEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS. ORDERS MADE PAYABLE TO.



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND TECHNICAL/CUSTOMER SERVICE 0782 744324

TTRONIGS



- Pull feature Centronies Printer Interface
- Connect your 64/128 to a range of full size Centronics Parallel
- Easy to use supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no power programmes to
- Works with most applications.
- No more to buy:

ONLY £29,99



SAMPLER

- The new sampler allows you to record any sound digitally into namory & then replay it with
- astounding effects.

 Playback forwards/backwards with echo/reverb/ring modulation. Now with full sound editing module to produce outstanding effects.

 Full 8 bit D to A & ADC conversion.
- MIDI compatible with suitable interface. (i.e. Datel unit for £29.90, see ad.).

 Live effects means includes real time display of waveforms.

 Line in/mic in/line out/feedback.

- Powerfull sequencer with editing
- Load/save nample, Up to 8 samples
- in memory at one time.
 Complete software/hardware
 package. Tape or Disk (please
 state).

ONLY £49,99





The Oceanic 118N is a superb quality Disk Drive specially designed for the Commodore 64/128.

£129.99 INCLUDING FREE

ADVANCED

ART STUDIO

Just look at these features...

- Slimitor design very compact.
- External Power Pack so no overheating problems (unlike some types).
- Direct drive motor for super quiet operation and extra long life.
- Now probably the best selling coment Disk Drive for the 64/128:

DISK DRIVE

FOR 64/128

- Comes complete with manuals, connecting leads etc.
- Ready to go no more to buy.

FREE COPY OF OCP ADVANCED ART STUDIO



DIGITAL DRUM SYSTEM

- Now you can turn your digital sound sampler into a digital dram system. 8 digital drum sounds in memory

- B digital drum sounds in memory at one time.

 Complete with 3 drum kits. Real drum sounds not synthesised.

 Create superb drum rhythms with real a step time.

 Full editing. Menu driven, Load/Save facilities.
- Output to hi-fi or through TV

ONLY £9,99 STATE TAPE OR DISK

PARALLEL PRINTER CABLE

- Connects full size printers to the parallel port of your C64/128. Many programmes and cartridges (Action Replay/Final Cortridge etc.) will drive printers from this port.

ONLY £12.99 COMPLETE

RESET

CARTRIDGE

- Unstoppable reset button.

 NOTE: user port cheaper type reset buttons offered by others are
- not unstoppable.
 Resets even so called
 'unstoppable' programs.
 Add pokes from magazines etc-
- Simply plugs in to cartridge part.

ONLY £5.99

MOTHERBOARD



SAVE WEAR & TEAR ON YOUR EXPANSION PORT

- Will accept three cartridges on it's high grade PCB. Switch in/out any slot.
- Fully buffered.
- Reset button and an omboard safety fuse.

ONLY £16,99

UNBEATABLE MIDI PACKAGE!!



£30

KEYBOARD MODULE. allows for entry of music from the GWERTY keyboard. Sequencer works like digital recorder.

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM ONLY £39.99

NO MORE TO BUY - THE TOTAL MIDI CONNECTION



The Advanced Music System is probably the best MIDI/music package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility - add the Datel MIDI Interface and you have the TOTAL MIDI SOLUTION!!

EDITOR MODULE. just like a word processor for music. All the features you would expect. MIDI MODULE...

MIDI MODULE...
this is the module which allows the full potential of the Music System and your MUDI keyboard to be schieved. Using the Datel MIDI 64 Interface any MIDI lastrument (including Yamaha - see below) can be connected to your 64.

SYNTHESISER MODULE. probably the most powerfull module. Create sounds with full waveform editing, realtime sequencing etc. PRINTER MODULE

PRINTER MODULE...
allows you to print out your music
to a range of printers including
Commodore and Epson compatlibies. Printout can be edited and
can also include lyrics if required)

W LINKER MODULE ... allows large musical compositions to be emated from up to 26 files linked together - offering Tempo and Time Signature adjustments.

HUGE RANGE OF FEATURES...
Advanced Music System has Uterally hundreds of communications literally hundreds of command and features we have only outlined the main headings - the is a truly professional package.



COMMODORE 1351 MOUSE

COMPLETE WITH

- ▼ 1351 Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched... Pizel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make the Advanced Art Studio simply the best graphics package.
- Create an image shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
- Spray patterns or shades, make clastic lines stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for

Pulliboral/leun universe case of use.
Mouse operation, plus joystick and keyboard control.
16 pens, 6 sprays, 16 brusnes - so flexible anyone can create superb graphics easily.
Full cut and paste facilities plus excellent printer support.



- The 1351 Mouse has two selectable modes Mouse or Joystick mode for maximum compatibility.
- Even works with the Best Selling GEOS utilities.
- W Superb quality.

FREE!

ADVANCED ART STUDIO

TOTAL PACKAGE

INCLUDES 1351 MOUSE/

MOUSE MAT/HOLDER

AND OCP ADVANCED

ART STUDIO

MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99) WITH EACH PACKAGE

ONLY WHILE STOCKS LAST

EPROMMER 64**



- A top quality, easy-to-use EPROM programer for the 64/128.
- Pully menu driven software/ hardware package makes programing/reading/verifying/ copying EPROMs simplicity itself.

- Will program 2716, 2764, 27128 & 27256 chips, 12.5, 21 or 25 volts.
- Fits into user part for maximum compatibility with cartridges/ Superom Board etc.
- We believe Eprommer 64 is the most comprehensive, most friendly à best value for money programer available for the 64/128.
- Ideal companion for Superom Board, Cartridge Development System, our kernal expanders or indeed any EPROM base project.
- Comes complete with instructions plus the cartridge hundbook.

ONLY £39.99

COMPLETE



DATA RECORDER

- **W** Quality Commodore compatible
- Pause control, counter, etc.
- W Suitable for 64/128.
- Send now for quick delivery.

ONLY £24.99

BY PHONE BY POST

10 0782 744707

24hr Credit

Card Line

Send cheques/POs made payable to 'Datel Electronics

FAX 0782 744292

UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.



DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

> SALES ONLY 0782 744707

TECHNICAL ONLY 0782 744324



UbiSoft's Unreal is their contender for Shadow Of The Beast's 'oo-er' graphics crown. There's also an impressive flying level.



HEATSEEKER (Thalamus)

It's been a long time since Arac sizzled in Issue 17, but Paul O'Malley is still in the programming business and after reintroducing himself with the recent Megatape game Dominion, is working to complete Arac II. The project has already taken a year or so and will be titled Heatseeker ōn. Thalamus label. It stars potentially the weirdest main sprite you're ever likely to see. I mean a blue boot balancing a ball on top has got to be weird.

Heatseeker (originally titled Globetrotter) is about all things Green as the bodyless limb hops through the acid-rain forests dodging snails, trogs and anta while searching out fires to throw his ball at and absorb (don't ask why he's doing it, It's - yes, you guessed it - weird!). Expect a

review soonish.

RESTRICTOR (Thalamus)

The brains, blood, sweat and tears behind Crackdown and Forgotten Worlds depart from US Gold for their next Amiga title and it's their first original game too (going by the moniker of Restrictor). It's a cross between Afterburner, Out Run and Galaxy Force. As you can imagine, it's going to be Planned FAST!!! Autumn.

After programming Strider, Arc have come up this original game for Thalamus. Restrictor has flying and driving sections spread across four planets.





▲ Virgin Mastertronic are releasing the latest Magnetic Scrolls epic, namely Wonderland. (Amiga)



▲ EA's Flood has all the imagination and graphic detail you'd expect of something programmed by Builtrog.



DON'T PANIC!

It's panic stations at the end of the schedule as I'm write this intro after compiling all the tips, I'm working in a strange order at the moment. There's about 20 pages of tips that I've got to squeeze into 8 pages so I'll have to use some pretty nifty compression techniques to fit it all in. There's tips on Infestation, the first part of a Rainbow Islands map and E-Motion starts getting serious (sorry, no sweet maps this issue, I still haven't recovered from eating the 'map materials' from last month! Send in your E-Motion tips — NOW!). With the deadline approaching a damn sight faster than I'd like, let the tips commence!

PIPEMANIA

It must be something in the water, that's the only reason I can see for the deluge of puzzle games that has seen us ZZAP!ers tearing our hair out recently. Snare, E-Motion and now the most addictive and infuriating of them all, PipeMania, makes an appearance. This tiendishly brilliant game has seen near all of Newsfield playing it at one time or another -it's a bit addictive. So to spoil your fun, please welcome Pipemania codes thanks to C64 Flooz Experts John Glynn of Oldham, Lancashire and Peter Bailey of Willenhall in the West Midlands. And will you give a special Flooz welcome to Mark Bakker of Je Groningen in Holland. Thanks me old plumbing mates!

C64 PASSWORDS

LEVEL 5

- GRIN

LEVEL 13 — REAP LEVEL 17 — SEED LEVEL 21 — GROW

LEVEL 25 — TALL LEVEL 29 — YALI

AMIGA PASSWORDS

LEVEL 5

LEVEL 9

TICK

LEVEL 17 — OOZE LEVEL 21 — BLOB

LEVEL 21 — BLOB LEVEL 25 — BALL

LEVEL 29 - WILD

After level 29 the game decides to get tough and won't issue anymore passwords but the game does continue.

COLORADO (Palace/Silmarii)

It's been a good while since we had a decent arcade adventure in at ZZAP! and Colorado is one of the better Aardvarks to grace our Amiga. With the Wild West proving a bit too Wild forsome of us, Richard Joseph from Palace comes over the mountains, rides up to us on his Pony Express transportation and drops off the complete solution. Ta Richard! Here's the first of four parts.

THE WINNEMUCCA FOREST

Right, reload the gun and shoot the Iroquois and enter the forest. At the crossroads, take the left and continue left. To kill the archer, find the passage between the trees in the background then use the knife or hatchet. Return to the crossroads. Glimb the mountain (bewere of the sheer drop) and save at the fool of the

In the next room pick up the nuggets. Go back down the mountain and return to the first crossroads. Continue to the right. To shoot the archer, hide in the first recess and cause the archer to shoot an arrow by moving backwards and forwards diagonally. Then place yourself in his line of sight, make a jump and take cover in the second recess. Cause the archer to shoot again then use the knife or axe on him. In the next room, be careful of the jump and continue straight on.

MAC BIGGLE: Swap the nugget, skin and necklace. If necessary, drink a potion, go right and climb to the end of the blind alley.

THE CANYON OF DEATH

Climb. Avoid the Apaches and continue right. Be careful when you jump. On the other side, reload the gun and shoot the Apaches (two bullets). Straight—save. Continue on the lower road. In the next room when entering move into the recess immediately, reload the gun, make the archer fire his arrow at you then shoot him (be careful of falling rocks). Go right, kill the apache with the axe or knife.

Same thing for the next room. Go right and be careful when making the two jumps. Reload the gun. In the next room use the gun immediately then take up the axe or knife to get rid of the Apache chief. Change the powder horn (freeing one icon). Pick up the necklace and peacepipe Return to the fork. Take the staircase At the top of the stairs, reload the gun. In the next room, use the gun immediately. Be careful of the stones. Reload the gun and for the next Apache, release a bullet then finish him off.

MUSIC: Put the peace-pipe down in front of the Hopi chief, swap it for the silver bullet. Return to the first room in the Canyon — make two left turns. Be careful of the precipice and pick up the nuggets. Return to the forest.

MAC BIGGLE: Swap the nugget and necklaces. Drink a polion if necessary — return to the cance.

And I'll leave it at that for now. Next month the Colorado capers continue into the Big Bear Forest and we go exploring down a deadly gold mine:

Pig IN a Poke

INFESTATION (Psygnosis)

This homage to 'Alien'/'Aliens' has kept me glued to the Amiga for quite some nights, I'm not too sure about playing the game in the dark, my nerves are shattered from all this sneaking around, peeping round corners and getting half scared to death by the sight of horrible aliens.

Here we are with the maps for all 6 alien-infested levels and the cheat mode to reduce the lifetime of your game to 30 seconds or so. Many thanks to Psygnosis for the cheat although no-one out there has sent in any tips on the game. C'mon! It's not THAT hard a game!

INFESTATION CHEAT

For those of you unwilling to play this superbly atmospheric game the proper way here's the cheat mode to give you a full inventory of the objects in the game and access to the final screens (quite nice but nothing special which is a shame considering the attention to detail in the rest of the game).

- 1. Load the game as normal and start a new game.
- Jump to the Scratch Pad display on the helmet's HUD.
 Now type in I AM NOT A CHEAT

4. Now press the DEL key followed by HELP to pause the game and then ESCAPE to

return to the options screen.

5. Start a new game and from the start you have a full inventory of all the objects found in the game (which means of course youcan explore all the base) and you can simply hit ESCAPE to finish the

game! Bug blasting was never this easy!

Sorry to say this but contrary to what the manual says there's no mother alien in the game. The manual was written before the game was finished but unfortunately Danny Galagher ran into some problems and the alien queen had to go. The objective is still to get rid of all the alien eggs but now there's no one-on-one conflict à la Aliens. Ah well.

On NO account pick up the boulders, they're radioactive and will finish you off very quickly indeed (faster than the Guardians in fact). If you really want to Guardians aim for their eyes and let them have it (not worth it considering the level of radiation they emit. Basically it's best to avoid them).

Conserve battery and oxygen levels by not going around picking up everything unless you really need it, you'll need it later toward off starvation and to keep your heart beat down to acceptable levels. Releasing cyanide gas into the air without oxygen in your suit tanks isn't good for your old ticker. (If you want to get past an object without picking it up either look downas you walk past or crouch and go round).

When in the vents, try to avoid welding droids. They can be killed with 10 laser hits but nearly always it costs a battery cell in the process.

Planet Surface

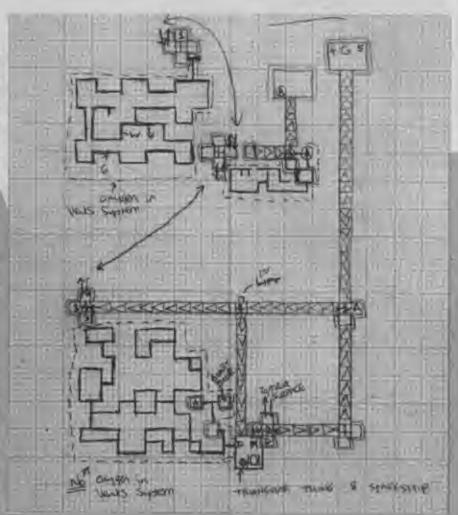
At the start just turn right, kick in the MMU jet pack to thrust past the right-hand side of the radar installation. You'll spot the computer terminal nearby (in the form of a 'post box') so land at it and log-on (function key F2). For transporter activation type in KAL SOLAR (your name, at least in the game it is) and now head towards the rising sun and you'll encounter. The operating transporter leading down to Level 1.

Level 1

Nice and easy does it. A rather easy level to get you used to the game and the problems within. Watch that you don't get killed walking into the shuttle area without your helmet on, best to use the helmet HUD for warning of zero pressure areas (the lower vent system is another zero pressure area as well). Most of the eggs on this level are very easy to get to and destroy although the three eggs in the separate set of rooms to the North can only be reached via the lift on Level 2. By the way, the shuttle and the strange triangle in the shuttle bay are mere graphic extras, so too is the weird triangle door constantly opening and closing.

Level 2

Best leave exploring Level 2 until you've got both the Master Key and the Navigation Data Link: the living quarters is a myriad of passageways and very similar looking rooms. Save your position before trying to cross through the room containing the Guardians: radiation isn't very healthy in large doses. Get through the isotope cooling area as fast as possible. To get past the infra-red door, crouch and move through the doorway you'll spot the infra-red 'beam holes' (having the infra-red Unit obviously helps matters).

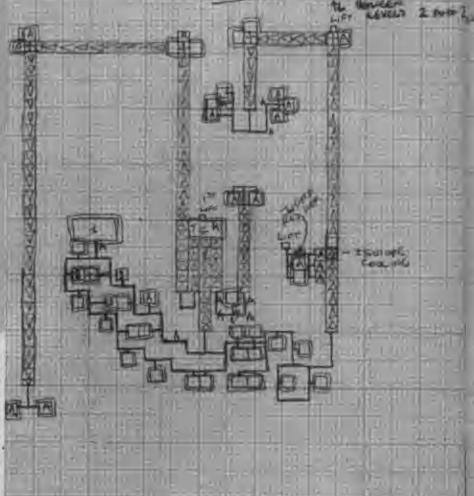


Level 3

You can have some fun with the long shuttle rides in this level and there's bags of aliens to bag in the vents. The laser room leading to the level 2/3 lift can be tricky it you're not suited up (put your helmet on and you should be alright). The tightly packed aliens

means not that much cyanide gas needs to be used but there's a worrying number nonetheless. Watch out for the infra-red door and the Guardian a few rooms away at the start(keep your helmet on as you go round the first few corners).

Level One



Lavel Three Address of the Part of State o NOTE TO PROMISE TRIPOS to Ank O

Level 4

3

The Vortex Chamber can be latal if you just blunder in: the chamber spins you round and round and as you leave the chamber you can catch your head on the roof of the door if you're unlucky. Just time your exit out of the chamber so that you're level on the ground as you go forward. Take your time going round the vents as the alien eggs are everywhere and you can walk into eggs hiding in corners if you're not careful (the view out of the helmet is rather limited).

No real problems to get most of the eggs on this level. They're bunched up next to the lift in the

southwest corner of the level and there's six in the communal quarters down the end of the long shuttle route. The other remaining eggs (four in all) are a pain in that they're some way down the end of the vents with welding droids to drain your suit battery). Remember to top up your battery and oxygen power before exploring the vents.

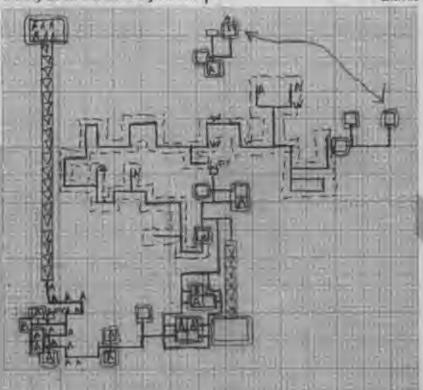
Level 6

This is the Reactor level where the Nuclear Core is burning itself out of existence (and the planet with it). Your first task on this level is to get past the force field by tackling the sliding block puzzle' (work your way from the top down using the sides to hold any spare pieces). Once past, go for the reactor ignoring any eggs en route to the reactor (use the map as it's horribly easy to get lost). Put your helmet on just before you approach the last junction in the vents and enter the Reactor room, hit the cooling systems switch and leg it out of there as quickly as possible and DON'T stop to admire the view. On the way back destroy the On the way back destroy the alien eggs. You'll need to go a bit out of your way but it's best to do it early as time is severely limited

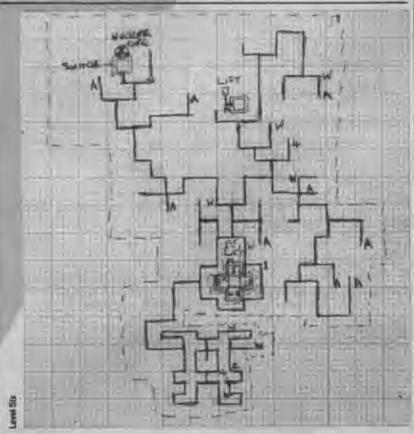
later on

You'll need to come back to the reactor later on to turn the the reactor later on to turn the very faulty cooling systems switch back on again (to give yourself more time). In the control room you'll find a large box with a slot in it but yet again this is a red herring. While you're not this level have a go at the on this level, have a go at the Asteroids game. It's a totally unnecessary extra but it's a bit of

Level Five



- Navigation Data Link/Compass
- Asteroids Computer
 Peestor Cooling System Display Computer
 Desbenk Disry Entry Computer
 Percefield "Sliding Puzzle Game" Computer
- g Draid (10 leser hits needed)



01 882 4942

0733 49698

0992 25323

Full range of Amigs, ST, SERA, SA, SPEC, AMSTWAD, PC, PCW, 2809, XL/XE, MIC

64 DISCS

Decree and the second s
ANTIN
VENOM STRIKES BACK
FOXX FIGHTS BACK
FLYING SHARK
EXISTENCE 3.00
METHERWORLD
SOND BAN
THE PRESIDENT IS MISSING
THE PRESIDENT IS MILENE
DEF COR 5
PESASIS BROSE. 3.55 EM SERTERMENT, DROID II
ELECTRONIEST, DRUID II DISTANCE CONTROL 2.9
ARTURA
MERCULES SLAYER OF THE DAMMED
MUICHER
MOCKEY MOCKEE
BORTH STAR
SUPER SCRAMULE SIMPLATOR 4.89 BARY LIMERARS SUPER BRILLS 3.89
LA CRACEDOWN
or statement amount amount and the
BLASTERGIES 1.35
DE 18 IN
STREETS SPORTS SOCCER 3.81
ACE 2008
DV
PUNTSTONES
APACHE STRIKE
WICKES
ADDICTABALL 3.96
AFTERWOODEN ASSESSMENT AND ASSESSMENT ASSESSMENT AND ASSESSMENT ASSESSMENT ASSESSMENT ASSESSMENT ASSESSMENT ASSESSMENT ASSESSMENT ASSESSMENT AND ASSESSMENT ASSESS
The state of the second
FIGHTING SOCCER
ALTERED BEASTS
TURKER
SUPER WONDER BUTY
PACLASU 4.90
PAGLAND
KARI WAARSONS
MAYY SEAL
THE STATES
THE SCAMEN
STAR CAUSE
SIGPERIORD
DEADLINE
TOP FUEL CHALLENGE
SUPERSPRONT
BASEFBALL
THREE STOOGES
ALTERS THE PROPERTY OF THE PRO
INTERMATIONAL NAMESTE
REY OF THE ROVERS
MURDER BY THE DOTTER
LAST MINA 2

UTILITIES - DISC

DAVID CRARES BANE MAKER
PROGRAMMERS TOOL BOX
GRAPHIC ADVENITURE CREATOR
CALCRIT
MICROSCRIPT 128
MICROGLERK 128
EASY STOCK
SIMBLES RASIC (ROM) + EXTENSION (DISC)
CERTIFICATE MARER
SOUND STUDIO HOME REC STUDIO
MACING ASSEMBLED DEVELOPER
LOGO ASSEMBLES DEVELOPES
PARAL DESCRIPTION OF THE PARALLES AND PARALL
PERSONAL MONEY MARAGER
TWIFT SPREADSHEET
EEDS INC CEID WILTE WORD PROCESSOR

COMPILATIONS

COMPUTER CLASSICS 5.99 TYRAPS, CAULDROW B, DYNAMITE DAR, ALLERS, INTO THE
ETHAN'S, CAULINGS II, DEMANITE DAR, ALIENS, MID THE
EAGLES NEST.
KARATE AGE
WAY OF THE EXPLODING FLST, BRIDGE LEE, KURG FU MASTER,
AVENUER, SAMURAL THROUT, HONS MATA, WAY OF THE TREE
PUB GAMES 1.59
PUB GAMES 3.59 DARTS, DRITTLES, BAB BRILLARDS, DOMEROS, PORTDOM.
POKER, YABLEFOOTBALL
PACK OF ACES
INTERNATIONAL KARATE, BOULDERDASH, WHO DARES WHIS
H, MEXUS.
DURREL 616 4
SARGTEUR, THANATOS, DESPETUINE, SIGMA 7
Comment of the contract of the

64 CASSETTES 2.99 EACH

Beachead II, Foxx Fights Back, Buggy Boy, Bionic Commando, Treasure Island Dizzy, Southern Bell, Paperboy, Netherworld, Barbarian, Captain America, World Class Leaderboard, Netherworld, Barbarian, Captain America, World Class Leaderboard, Trantor, Wizball, Supersprint, Green Beret, Hopping Mad, Platoon, 1942, Mini Golf, 720o, Dark Fusion, Cybernold, Murder on the Zindernauf, Daley Thompson Decathlon, Enduro Racer, Espionage, Gauntlet, Bombuzal, Hardball, Arkanold, Rock Star Ate My Hamster, Side Arms, Hypersports, Tetris, Breakout Const Kit, Pandora, Match Point, Zynaps, Pitstop II, Exolon, Postman Pat II, Marauder, Predator, Rambo, Jail Break, Rampage, Renegade, Sorcerors Lord, Road Runner, Tracker, Short Circuit, SpaceHarrier, Spy Hunter, Supr Cycle, Top Gun, Trivia, Cholo, IK+, Bards Tale, Bomb Jack, Bomb Jack II, Bruce Lee, Captain Blood, Combat School, Commando, Crazy Cars, Footballer of the Year, Frank Brunos Boxing, Ghost & Goblins, Great Escape, Paranold, Ikari Warriors, Jack the Nipper, Knightmare, Manic Miner, MiamiVice, Monty on the Run, Knight Rider, Rampage, Rolling Thunder, Sabateur, Spy Vs Spy, Steve David Snooker, Street Fighter, SummerGames, Super Hang On, Theatre Europe, Transformers, Top Gun, TrapDoor, Uridium, Way of the Tiger, Grand Prix Master, Navy Moves, Afterburner, Pacmania.

COFO		AFFFRA
5 CLASSIC GAMES (Zynaps, Dyamite Den, Aliens, Int the Eagles Nest)	2.99	Yanizee) 2,5
7 SPACE GAMES (Cybernoid, Zynaps, Exolon, Xevi Venom Strikes Back, NorthStar, Trantor)	ious, 6.99	Slalom, Intruders, Squash, KO Boxin Alien Attack, Backgammon, LaserGun, Crazy Men, Astronaught Battle, A Team, Air Raid, Othello, Ter Pin Bowling, Roundabout, Snakes, Yahtzeel
6 FLIGHT GAMES (Spitfire 40, Strike Force Hamler, Advanced Tactical Fighter, Ace, Ai Traffic Control, Tomahawk)	6.99	(Biathlon, Moonsweeper, Lawn Tennis, Space Gallery,
4 GAMES (European Games, Ian Bothams, Bombo, World Cup II)	2.99	(A View To A Kill, Friday 13th, Codename Math II, Test Match, ThePyramid, Beaky & The Egg
3 SPORTS GAMES (Basketball, American Football, Baseball)	4.95	(Turbo, Derby Day, Pilot 64, Hanidos Golf, World Cup, TestMatch) 2.1
3 WARGAMES (Battle For Midway, Inojima, Okina 4 GAMES (Stellaar 7, Forbidden Forest, Talladega, Fight Night)	7.00	A GAMES (International Karate, Boulderdash, Who Dares Wins II, Nexus) 2.1
	-	CONTRACTOR ACCOUNTS AND ACCOUNT

SPECIAL OFFERS
TRACK & FIELD 64 DISC £14,95
Including !! ARCADE CONTROLLER!!
*Play the original 'Arcade Classic' in your own home.

COMMODORE SOUND EXPANDER
FM sound - up to 8 notes at one time. Realistic sounds. Selection of preset sounds. 12 preset rhythms. Sound output through TV, monitor or HiFl, Riff machine. £9.95 CASS or DISC. P&P 75p

MUSIC EXPANSION SYSTEM 5 OCTAVE KEYBOARD
Full-size piano keys. Programmable synth software. Build up recording one track at a time and playback as complete composition.
£49.95 CASS or DISC. P&P £5

AMIGA SECOND DRIVES 269.95 INC POSTAGE.

AMIGA

	Carried Control	
	MENACE	1.05
	BAAL	
	ARCHIPELEGOS	06
	GALAXY FORCE	20.00
	SUPER WONDER BOY	1.30
	SUPER WUNDER BUT	.95
1	MILLENIUM 2.2	.95
	ALTERED BEAST	.95
	DYNAMITE DUX	1.95
	FIREZONE	.95
	BOMB JACK	.95
	UNIVERSAL MILITARY SIMULATORS	.95
	BAD COMPANY	.95
3	DRAGONS SPIRIT	.95
	FIGHTING SOCCER	.95
ı	TERRORPODS	QS
ı	TERRORPODS	DE
ı	WICKED	00
ı	DEF CON 5	.00
ı	DEFLEKTOR	66,
	FERNANDEZ MUST DIE	.99
1	CARRAMUEZ MUST DIE	.95
ı	CAPTAIN FIZZ	.95
ı	CONFLICT EUROPE8	.95
	THUNDERBIRDS6	.95
ı	PASSING SHOT	.95
	HKM6	.95
ı	STAR BLAZE5	.95
ı	SONIX	95
	TERRYS BIG ADVENTURE	.95
1	THEXDER6	95
ı	TAKE-EM-OUT	95
	ARTURA5	90
ı	OUTRUN	
	WORLD CLASS LEADERBOARD9	06
ı	BATTLE VALLEY6	.30
ı	ZYNAPS	.30
	CADEDMUM	.92
1	CYBERNOID6	.90
١	EXOLON6	.85
ı	SLAYER6	.35
ı	PIONEER PLAGUE	
1	PACLAND6	.95
ı	EYE OF HORUS8	.95
3	THE BLACK CAULDRON9	
1		.95
1	TIME & MAGIC9	.95
1	TRIAD VOLUME 214	.95
J	TRIAD VOLUME 214 (Menace, Baal, Tetris)	
J	MICROPROSE SOCCER12	.95
ı	POWER DRIFT5	.95
ı	CLOUD KINGDOMS6	95
ı	KID GLOVES6	QE.
ı	STRYX8	
J	LOMBARD RAC RALLY9	05
ı	SMADDW OF THE BEAST14	99
ı	OHADDII OF THE BEAST	.30
1		

PRINTERS COMPUTERS SOFTWARE CABLES LEADS MONITORS DISCS BOXES MICE PAPER DUSTGOVERS MONITOR PLINTH JOYSTICKS INTERFACES LABELS CALCULATORS SOUND SAMPLERS MIDI INTERFACES DIGITISING SOFTWARE

POSTAGE AND PACKUNG: 1-2 ITEMS 750; 4 OR MISSIE #1.50



RAINBOW ISLANDS

Tips are starting to appear for this rather colourful platform game par excellence. Still no sign of a cheat mode (which is what we all desperately need) but we'll just have to walt and see. Here we go with general tips and the first of the Island maps. Many, many thanks go to Dimitri Ars for the first pokes, Gary Foreman of Graftgold for the 'official' tips straight from the programmer's mouth, Mark Canham, Surrey Bub and Bob duo Mole & Mouse (1), the fulltime ZZAP! tipper Waz Pilkington and Richard Showell (plus friends Michael (who supplied the Amiga and game) and Jason (who played it)).

RAINBOW ISLANDS CHEAT HACK

1. Instead of loading the game with LOAD "*",8,1 type LOAD "CODE",8 (Return) and wait until the main block of code has loaded and the cursor appears.

2. Now type POKE 28435,189 (Return) to give infinite lives or you can type POKE 16868,173: POKE 18517,173: POKE 18522,173 (Return) to give infinite credits.

3. Start the game by typing RUN (Return)

Instead of typing RUN you can if you so desire use SYS 2061 (Return).

RAINBOW ISLANDS MUSIC

1. Type in the main music listing below 2. SAVE to tape or disk for

error checking

3. Now LOAD the game 4. When loaded, reset the with game a reset switch/cartridge

5. Now LOAD the music listing from a blank tape/disk

6. RUN it to listen to the ingame tune. If you want to listen to the other tunes then reset the computer again using a reset switch/cartridge (as before) and type:

POKE 49178,X: SYS 49152 (followed by RETURN)

In the above line replace X with anyone of the following numbers to play the required tune.

0 for the Gameplay tune 1 for the End-Island baddie tune 2 for the Game Over tune 3 for the Goal In

4 for the End-Island Completion tune

5 for the Final Island Completion

1 REM MAIN MUSIC LISTING (TYPE THIS IN BEFORE THE ABOVE RESET POKE!!!)

10 REM ZZAP! RAINBOW ISLANDS MUSIC HACK - BY DIMITRI ARS

20 FOR I=49152 TO 49208: READ A: POKE I,A: C=C+A: NEXT I

30 IF C=6168 THEN SYS 49152 40 PRINT "ERROR IN DATA!": END

100 120,169,192,141,21,3,169,40,14 1,20,3,169,1,141,26,208 DATA 110 169,127,141,13,220,169,53,133, 1,160,0,162,10,32,165,249

DATA 120 169,55,133,1,88,76,37,192,238,2 5,208,169,53,133,1,32,147 DATA 130

249,169,55,133,1,76,126,234

OH LOOK TOTO, WE'VE FOUND SOME RAINBOW ISLANDS TIPS!!"

THE 'ART OF THE RAINBOW'

The rainbow can be used in lots of different ways, both for killing meanles (that's the technical term, honestl) and for olimbing. When meanles are killed by the rainbow star you get a piece of fruit -- very tasty but not very useful A petter way is to use 'Rainbow Crash' which means you fire a rainbow above a meanie and, when it's under a rainbow, jump on the rainbow to 'crash' It. By doing this you can always get a gem. There is a special sequence of items that are generated by killing meanles. The first two items will be either fruit or gems (as just explained) but the third can be a 'special'. These specials are in a sequence that goes something like: red shoes, red pot, yellow pot, red pot, red star, crystal ball, yellow star, 'special bonus' (see below). There is another way but that would be talling!

There are 3 types of moving upwards:

- Accurate but slow 1. Jumping -2. Rainbow 'Stepping' - Throw a rainbow, walk onto it, throw a rainbow, walk onto it etc.

3. Rainbow 'Jumping' - Similar to 1), but throw rainbows as you jump (either diagonally or

vertically).

Climbing can be accomplished very quickly by firing and jumping in rapid succession but this is very dangerous and should only be used in emergencies. Going slowly is the key; meanies can (and do) come out of nowhere. Learn the levels and where the meanies come from, then you can start climbing a bit faster and avoid the inevitable water. You can bounce on a rainbow by pushing up on the joystick when falling (onto a rainbow, that is).

GEMS

The gems are very mysterious. Besides getting an extra life for collecting all of them they have other uses. They may appear to come out randomly, but remember nothing is random in this game, there is a pattern to everything. Sometimes you just can't get that last gem and it's so frustrating. Well here's how to do

Imagine the screen as seven vertical chunks. If the gem lands in the left hand chunk then it's Red. If it lands in the next, then it's Orange etc... until the right hand chunk where it's Purple/Violet, Simple, but just because you know, doesn't mean it's easy! For those of you who mitched aff Science lessons in school the Rainbow order is Red. Orange, Yellow, Green, Blue (Light Blue in the game), Indigo (Dark Purple) and Violet (Light purple). There is a very special item, the Rainbow Nacklace, which gives you all of the gems in sequence and opens a silver door at the end of the island on the Boss stage. If you get a secret room in the Boss Room you can go through it without killing the Boss! (A bit handy!!)

BONUSES

There are many, many bonuses in Rainbow Islands. It is possible to force many of them out by collecting the right objects (eg the Holy Cup for 15 jars). But some are just plain abstract leg the Guardian Angel for six Hutry messages - weird(). Try collecting large quantities of just one type of object, here's a taster of what you might find.

8 Shoes - Wings 3 Shoes - Ruby Ring (1000 points for jumping (16 times))
2 Rings — Cross of Thunder

2 Rings — (Thunder & Lightning) (Thunder & Lightning) — Yellow Lamp (Turns all hidden fruit to money

20 Red Stars - Red Lamp (5 100,000 point money bags drop down the screen)

3 Red Pots - Crystal Ring (gives 10 points for every step) Kill 30 meanles with the Rainbow Star - Red Tiara (Red

stars when you jump) Die 10 times — Cape of Invincibility (Not worth going for!)
Red Potion — Add an extra

Rainbow to Rainbows thrown at a time Vellow Potion - Speed up

Rainbow Throwing power Yellow Stars - Throws out 7 stars in an upward arc

Red Stars — Throws out 16 stars in a circular pattern Red Plaque Pendant/Coke Can

- Gives invulnerability with highscore tune for sonic accompaniment. Lasts until end

of round (Best used on levels 4.8.12 etc)

Bible - Character sprouts wings to assist upward climb

Necklace - Stars flutter down the screen, killing anything in their path

Cane/Goblet - Smart bomb

Red Teapot - Five money bags drop down from the top of the screen (each is worth 100,000 points if collected)

Green Teapot — Collect this and you get points for merely walking prigmuing

Here are some of the more obscure bonuses:

Rainbow ot Psychedelic!!!

Wands - Turn your crashed rainbows to various fruit items. Amiga only

Hint Rods - Give in-game

hints, Amiga only Blue Tiara — Glowing stars come from the top of the screen. killing all meanies they hit

And here's one for real addicts, the more games you play, the more likely you are to get better bonuses, as the statistics are not cleared between games. There are specials that only appear on the 33rd game and after a total of 77 rounds etc.

Starting with Insect Island I'll take you through the game Island by Island in much the same way as good old Retrograde but don't stop mapping it out, I need maps for the later levels as mapping and playing the game ain't easy!
I'm looking out for cheat
modes for both versions and descriptions of any other secret bonuses/objects/rooms hidden away in the code. Here we go with the creepy crawly capers of Insect Island.

INSECT ISLAND BOSS -SPIDER

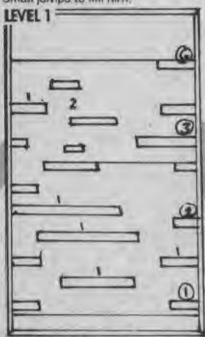
For Amiga owners this overgrown eight-legged house spider is very, very easy to bump off. As soon as you appear in the final screen and the creepy music plays, just walk to the far left or right (take your pick), turn round and stay there to fire rainbows. The Spider jumps lowards you but never hits you as he keeps bouncing off the wall.

The C64 Spider is a little trickier as he ignores the edge of the screen and your rainbow hits need to be spot on (sometimes the collision detection can be too precise). The following method cuts it fine but stand to one side of where the Spider will land and do a small leap and fire a few rainbows crashing them as he comes down. Now run in the



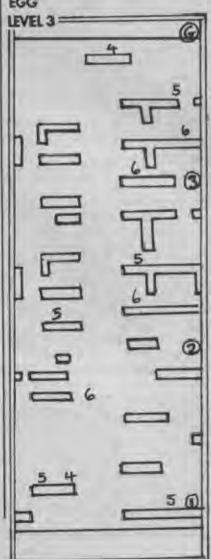
LEVEL 2 =

opposite direction to the Spider's bounce and fire and crash some more rainbows as it comes back, Repeat until dead (the Spider that isl). For the real heroes try and kill the Spider before it hits the ground! An easier way to kill him in the C64 version is to go to the bottom left. The Spider can't touch you here and all you have to do is fire rainbows at the top of small jumps to kill him.



- 1. MAGGOT
- 2. MAGGOT FROM COCOON
- 3. BEE
- 4. BEE FROM HONEYCOMB
- 5. BIRD HATCHING FROM

EGG





(US Gold)

The first 10-levels map of E-Motion last month saw Smartles, Jelly Tots and Opal Fruits mercilessly laid out by Markle and myself at some ungodly hour, a real pain but great fun eating the materials used afterwards! Here's the next set of 10 levels (and still no chests, tips or maps from you lot out there).

There are a few secret bonuses hidden away in the game which come to light if you meet certain requirements. For instance the Secret Bonus No.1 only appears if the digit of time is a 3 when you complete a bonus level. Secret Bonus No.2 only appears if you complete the level without rotating right at all (sounds easy but you can't let complete the level by letting the balls explode, you have to get rid of them yourself). We haven't lound any new bonuses so if anyone out there has stumbled across any new ones let me know.

An easy enough level compared with some before it. Hit the light blue ball into the other and repeat the same angle to connect the two dark blue balls. For the purple ball either hit it from position 1 or hit it around the screen until they collide.

Level 12

Another bonus round! Just follow the numeric order of the diagram to get all the bonus pods within the time limit.

Level 13

Go just to the left of the top light blue ball and tap it past the middle block and slowly work it down to connect with the lower light blue ball. Now finish off the level with a dark blue ball connection.

Easy once you know how! Hit the right red ball from position 1 to make it rebound off the right block and wrap-around to just to the northeast of the other red ball. Hit them together and push the left mustard-coloured ball down to just below the middle block. Now push it round to hit its partner.

Level 15

This one is so easy I don't think I'll waste the space telling you what to do. Just don't waste any time hitting them!

Level 16

Revenge of the bonus rounds again as blue pods give you bonus points, while yellow pods give out nothing. As before just follow the numeric order to get maximum points.

Level 17

Hit the lower left green ball into the lower right green one to free the two red balls. Now move up to do the same with the two blue balls freeing the top green balls. This should leave just the two red balls so quickly hit them together to finish the level. Time is tight on this level so pause the game if you need to and try not to make any mistakes.

Level 18

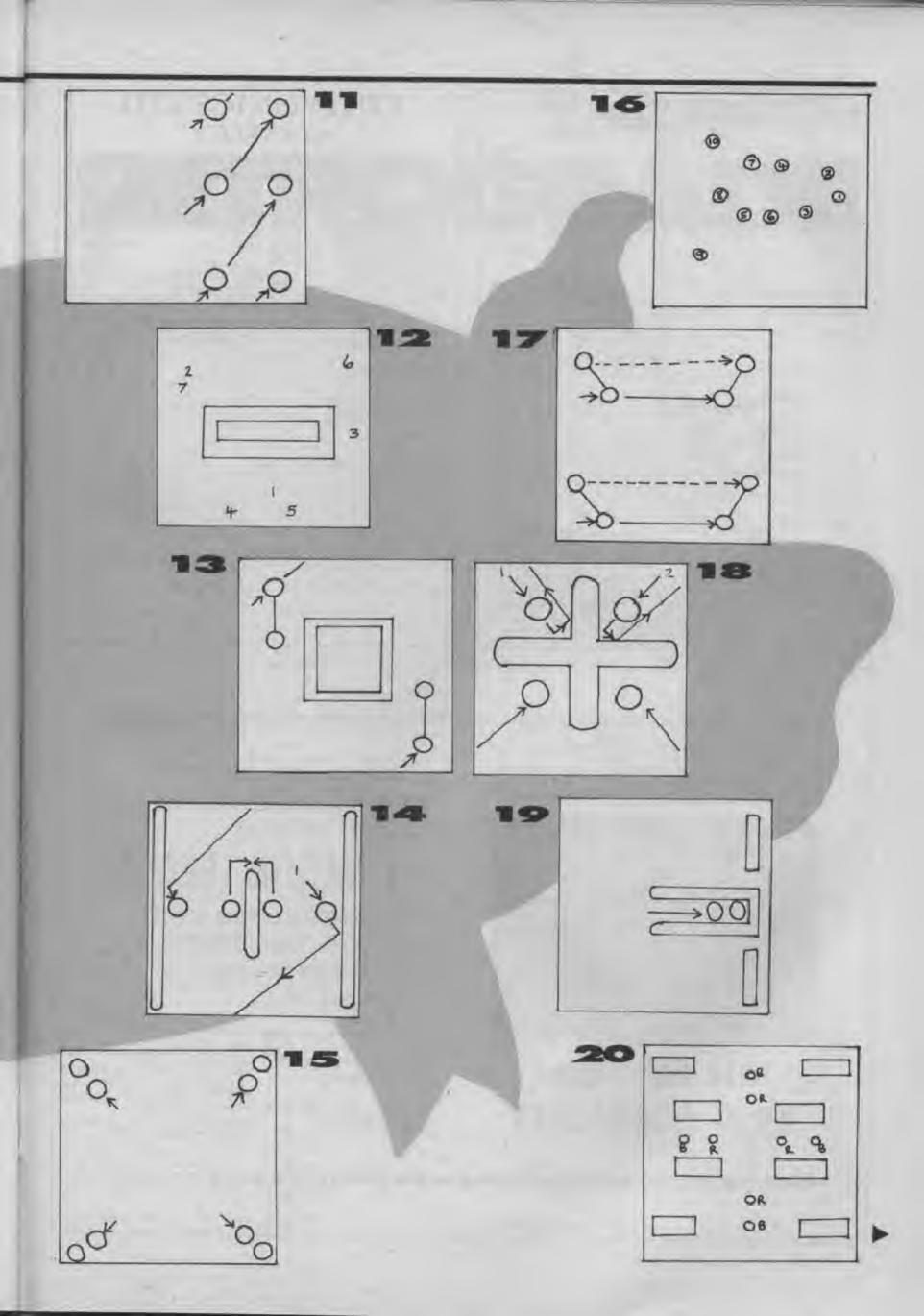
A tricky level if you're not careful. Hit the red ball from position 1 causing it to rebound off the block walls (move out of the way of the ball as it comes back). The red should wrap around to reach the bottom right corner. Now just hit it into the nearby red ball. Repeat this method with the blue ball but hitting the top right blue ball from position 2 causing it to rebound and wrap around to hit the final ball. Not too hard eh?

Level 19

A deceptively tricky level this. There's only the two balls but they're wedged in tight and you've GOT to inch your way in slowly. Constantly ramming the entrance in the hope that you'll force your way in doesn't work! 'Take your time' is the all important advice here.

Level 20

Last level for this month and yet again we're treated to a bonus level again (and a real toughte it can be as well). The blue pods give you bonus points while the red pods end the level so take your time. Get the immediately accessible blue pods first and then go to the top (or bottom) of the screen and squeeze past the blocks. Now head down to the middle of either the left or right side of the screen and slowly inch forward to get a blue pod (either one), then reverse-turn and inch forward to get the other. Like Level 19 don't force your way through gaps, it only serves to frustrate and lose you time in the process. Heed the advice: 'Take your time!' (again).





39 Edmunds Road, Cranwell Village, SLEAFORD, Lines NG34 SEL. Telephone: 0400 62046

			AMICA	DISC	2.12
American Dennes	0	mmann.	10.00	(I).99	CAS
And belowder	-1-1-0-0-0-	- Thursday	10.309	1112.99	
NATI PROSESSION	The Theory	1111			
Aguera I	0.000	1 0 0 0000	18 99	- VI	
Black Tiger	1-1-1-		14.59	10.99	6.9
NOTER!	-1-1111111		-22.59	74.99	
Digues rungatoms	-Cu (0)00-01-0		18.99	10.90	66
Dyborball	THE LEGIS	1-1000-0-0	14.99	10.09	
CHIRDY COOLDING PROPERTY COOLS			14:00	40.00	6.0
DEBINGWIS-CO IIVes In Junio			16.00	101:00	0.00
DORDHI (TURGIOU 5			16.99	17/7-00	6.0
MODEON			44.00	10.99	6.6
F39 Butplator		1707-1111	18.00	10.84	
conclub French			40.00	10.99	20
Full Miletol Different			10.00	. 10/969	
Gravity			10.66		
description of the second			10.00		
Sant-entities			.10,59	10.90	- 59
SHIP DOWN			.14.89	10.99	- 69
FACITISTICSTICS SCHOOLS			18 99	0.00	0.0
talis 90			1B:99	10.99	9.9
I CANTO From The Eleson			501.049		
COOSE TING TIME!			48-80		
NEW YORK			14 00	10.99	8.4
Moenwaker			10.00	10.99	6.0
Vinja Spirt			18.00	10.60	0.0
In The partnersoll			*0.00	10.90	45.9
F.47 Thursdoon			18.00	10.299	0.9
Pignemania			10.00	_10.99	0.9
			14.99	10.99	- 40
WILLIAM CONTROL			14.99	10.00	
ed Storm Rising .			10:39	(#.90	10.9
netograde			- Care 11	9.99	- 6.9
Rook N Roll			14.59	10.99	6.9
7 Gutos of Jamesus			18.99	10190	6.9
SWI CAY			50.09	10.00	
SN/ SDY			111.68	10.90	6.0
Sonic Boom			18.90	10.00	60
Spacio Acre-			94.00	10,00	
Space Humor 2			14/00	10.99	
Sporting Trienges			14.00	10.99	.63
Sinder			10.00	10.599	109
Summer I women in Convenie			10.99	10.999	6.9
Supply Chinglin School		- 111 1-	The second	10.50	0.9
Super Workshippy			18/99	10.59	- 8.9
erma Cup		-	18.99	0.000	COMPANIES IN
No Ba			Miles Services	11.50	10.9
ne Creyrip			18/00	70.490	6.0
hearing enant Mystury			18.90	W-1101 - 1-1-	
THE LIMITARY PROBLEMS			10.00	50'000	740.00
miesure Island Diezy			4.59	11-7-4-41	20
furbia Outrum			18:00	10.59	. 60
Mirroutho Charles			14:00	10.60	
/ondose		0.1110	1-44	10.90	6.9
Nor Hand		Later 1	10.00	10.80	
World Dreams			10.00		
Alminuday		DECLET -	10.00		69
Modwisker			20.99	14.99	
Miper Out			14.88		
World Cup Socow				10.96	6.9
			14.00	10.560	6.9

CINTRONICS LTD STRATEGY

ADVENTURES & SIMULATIONS

FU	minimum entres mars	
SSI		
50 MISSION CRUSH	E11.95 BATTLES IN NORMANDY C22.95 CARRIERS AT WAR E17.95 EUROPE ABLAZE E17.95 FIRE KING E17.95 HALLS OF MONTEZUMA C4.95 MAC ARTHURS WAR C17.95 PANZER BATTLES C4.95 ROMMEL C14.95 ROMMEL C14.95 ROMMEL C14.95 BARDS TALE III C14.95 BATTLE CHESS C17.95 DRAGON WARS C12.95 NEUROMANCER C14.95 WASTELAND C14.95 BALLYHOO C14.95 BUIREAUCRAZY C128 C17.95 ORIGIN C14.95 KNICHTS OF LECEND	C11 05
BATTLE GROUP	C22.95 CAPPIERS ATWAR	£14.95
BATTLES OF NAPOLEON	617.95 FUROPE ARI AZE	F14.95
CHAMPIONS OF KRYNN	FIT 95 PINE PINE	214.73 214.05
CURSE OF AZURE BONDS	FIZ 95 HATTS DE MONTEZUMA	E14.93
DEMONS WINTER	CIA 95 MAC APTRIBLE WAD	£14.90
FIRST OVER GERMANY	CIT 95 DANIPUD BATTI DE	E19130
SEMETONE WARRIOR	DA 95 DEACH EOU THE STATE	614-90
HEROES OF THE LANCE	CIO GE DOMAINE	£14.95
MILE EAD	CLOS ROMMEL	£14-95
THEORIES	CIT DE CAUSSIA	114.95
PANIZER COUNTAINED	COURT BARDS TAKEN	Der vie
MINACE CHEINALAER	CLASS BARDS TALE III	214.95
POCH OF PARILANCE	EIT 95 BATTLE CHESS	£12,95
PLOUI OF KALDIANCE	LIVYS DRAGDN WARS	£14.95
PRESIDENT ELECT 88	£12.95 NEUROMANCER	E14.95
QUESTRONT	£14.95 WASTELAND	E14.95
QUESTRONII	£14.95 INFOCOM	
KOADWAK EUKOPA	E14.95 BALLYHOO	£11.95
SIX-GUN SHOOT OUT	EH1.95 BUREAUCRAZY C128	£11.95
STORM ACROSS EUROPE	£17.95 ORIGIN	
WAR GAME CONSTR. SET	E17-95 ORIGIN E14-95 KNIGHTS OF LEGEND E17-95 WINDWALKER	E14.95
WAR OF THE LANCE	£17.95 WINDWALKER	£14.95
SSG		
BATTLE FRONT	£14.95	

CLUE BOOKS: £6.95 each: BLACK CAULDRON, GOLD RUSH, KINGS QUEST I, II, III or IV, LEISURE SUIT LARRY I, II or III, POLICE QUEST I or II, SPACE QUEST I, II, or III E7.95 each: BARDS TALE I, III or III. CHAMPIONS OF KRYNN, CURSE OF AZURE BONDS. DEATHLORD. DRAGON WARS, DRAGONS OF FLAME, DUNCEON MASTER, ELITE, FAERY TALE, HEROES OF LANCE, HILLSFAR, REEF THE THIEF, MANIAC MANSION, MARS SAGA, MIGHT & MAGIC I DRILL NEUROMANCER, POOL OF RADIANCE, SENTINEL WORLDS, STARFLIGHT, SWORDS OF TWILIGHT, WASTELAND, OF ZAK MCKRACKEN, 888 ATTACK SUB, INDIANA JONES ADV E8.95 each: QUEST FOR CLUES I, solutions to 50 games — including PHANTASIE III and TASS TIMES QUEST FOR CLUES II, solutions to 40 games — including DEJA VU, QUESTRON II and TIMES OF LORE.

Mail order only. Please allow 28 days for delivery. Please make chooses and postal orders.

Mull order only. Please allow 28 days for delivery. Please make cheques and postal orders payable to CINTRONICS LTD. Free post and packaging within the OK. Europe add £2 per item. Overseas £4 per item.

CINTRONICS LTD, RICHARD HOUSE, 30-32 MORTIMER ST, LONDON WIN 7RA



this fabulous **XR3i CABRIOLET** ATTENTION- THIS IS NOT A PRIZE DRAW BUT A COMPETITION OF SKILL AND JUDGEMENT

STONE ENTERPRISES PRESENTS...

THE NATION LEAGUE

COMPETE AGAINST THE COUNTRY FROM THE COMFORT OF YOUR HOME, COME FIRST IN THE NATION LEAGUE AND THE FABULOUS XR3i CABRIOLET IS YOURS.

For further information send a S.A.E. lo: The Nation League (Information Services). P.O. Box 16 Livingston W. Lothian EH55 8NH

For a Membership Pack send a Cheque / P.O. for \$2.50 poyable to Stone Enterprises with a S.A.E. to The Nation League Membership Applications) Address as left]



(Thalamus)

The end is in sight, you had the cheat a few issues back and things are getting REALLY tough now so it can't be far off now can it? Here's Apex tipping their very own game (in between doing bits on Crestures) and Andrew Roberts pops up again with the all important maps.



Every weapon is now available, excluding the luscious Lazgun. The only requirement for this level is the Powabolt - necessary to defeat the nerve centre (most effective out the front).

The aliens are getting REALLY fast now, warming up for level seven, and the homing missiles are getting REALLY accurate: in general it's getting REALLY hard. With only two ducts to complete, this level should be pretty quick and you will need to conserve as many lives as possible for the last level.

The aliens leaving planet busters behind are a blue spinning shield in between two pincers and a monster walking left and right between two indestructible glass balls.

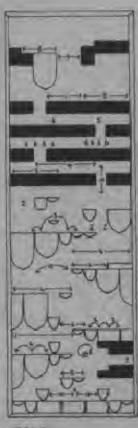
Pushing aside the undertaker (who had just taking finished YOUR measurements) you turn up the afterburner and zoom off to face Big Mama number six.
This is the first nerve centre
with separate aliens and has a ted more firepower.

Referring to the diagram shoot points 1 and 2 from the right in either order. Note they can only be destroyed when their electric fields are open. They take ages to kill UNLESS you have a Powabolt.

Concentrating on the middle alien, shoot points 3 and 4 from the left until you see the brains explode Ilttle (Gratuitous Violence Inc.). This leaves point 5 — the brain, so blast away at it until it dies.

And there we have it - only one planet standing between you and the game complete sequence. Join us next month when we show you how to turn your 64 into an Amiga using a three-line program and give you some handy tips as well Until then, get reading the Creature Feature!





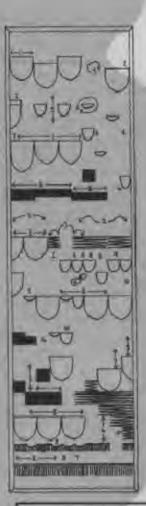
LEVEL SIX-BALLS, MAD PARROTS AND PET **DINOSAURS!**

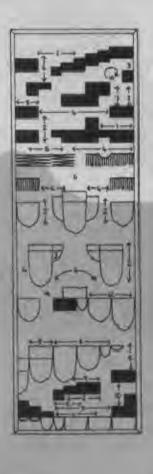
POWABOLT



1/5/9/13







Compiled and drawn by Andrew Roberts © 1990

THE CAST OF ALIENS

- Diddy Bazoni Grun

- 11. Rocket 12. One Man and his Dimosauri



HOW TO USE THE POKES IN ZZAP!

For those of you who are new to the C64 scene and aren't too sure about how Pokes work, here's a little guide to it all. A POKE is merely a command to change the value of a number within a game program. By changing the number you may for instance change the number of lives you have in the game, the amount of time you have to complete the game or the number of enemies in the game. POKEs aren't just restricted to cheating in games, you can also use them for replaying music and effects from games, displaying the graphics of the later levels or for creating fun effects!

There are three ways to enter POKES into games.

A) Self contained cheat listing — These types of POKEs are the easiest to implement, require no extra hardware devices at all (ie cartridges or reset switches) and are typed in BEFORE you load the game. These listings have line numbers before each command in the program (usually starting with 10 and increasing in tens from then on). When entering POKEs type in

OPERATION THUNDERBOLT

It took its time to surface from Fortress Ocean but C64 Operation Thunderbolt is here and M. Elkateb of Sutton, Surrey is the hard man of the tips section this month with useful tips and a rather handy (if familiar) cheat. Take it away M! (you don't mind me calling you M, do you M?)

C64 CHEAT

Get past level 1 with some continue plays left. When level 2 has loaded, start playing and than abort the game (F1 and then RUN-STOP) It will tell you to Rewind Side B; do no such thing and leave the tape running. You should now be able to play level 3. This procedure can be carried out as many times as you want throughout the game.

THUNDEROUS TIPS

Level 1

Keep your aim in the middle of the screen and then move left and right to kill the soldiers. It is advisable to hold down fire if you are a beginner for more accurate shooting. Kill the helicopters with a rocket. This level can be completed without losing a life.

Lavel 2

It is important to remember that the soldiers' bullets cannot affect you if they're on the other side of the screen. Keep your aim at the far side of the screen (your side).

Level 3

This level is impossible to complete without continue-plays (too right, MI — Rob H). Tanks are more lethal purely because there are so many of them. If things get crowded, just use a rocket. You only need to use one bullet for mines and the deadly air to ground missiles.

Level 4

Accurate aiming is necessary to rescue the hostages. If a hostage gets in the way, shoot him. The heavily armed officer is not really that tough. He comes out from the right so be prepared. Hold down the fire button and follow him around. If you are feeling particularly violent shoot him in the head.

Level 5

Basically this is the same as level 3 so the same tips apply.

Level 6

This is my favourite level due to the stunning graphics and the immense playability. The men hanging from the top are most lethal so wipe them out first. If it gets too crowded use a rocket and watch those people die man ('You cruel man, you very cruel man, you slaughterer, why you scum-bag' — Outraged arab wives). The end-of-level alien, sorry, Officer needs to be shot in the head.

Level 7

This level is level 3 without the tanks. Same tips apply (sounds familiar).

Level 8

The final level (bar one) is a real test of the reflexes as the enemies and hostages speed out to you. Watch and then shoot the grenades as they are pretty quick.

The Final Shoot-Out

Give yourself a pat on the back for getting this far, even with the cheat! The hijacker is on the left of the hostage and he is quite fast to say the least. Stay to the left of the hostage, hold down fire and lead the spray of bullets over to the Boss man and pump some lead into his head. Yaaay! All hostages rescued and on their way home! Mission Complete!

each line as printed in the magazine, pressing the RETURN key when you reach the end of each line. Once it's all typed in, SAVE the listing onto a blank tape or disk (just in case the listing goes wrong when you try to RUN it and it saves having to type it all in again, especially long listings). Now check through the listing to make sure you've typed it all in correctly and RUN the program (This is a general guide, if in doubt follow the instructions given with the listing).

B) Reset Switch POKEs — These POKEs will only work if you have either:

1) a RESET SWITCH hardware device

2) a CARTRIDGE equipped with a Reset option/outton or 3) a Commodore 128 (which has a built-in Reset Switch). The reset POKEs don't have any line numbers and are easy to spot as they consist solely of a POKE command with data to be changed and followed on the next line by an SYS command and a value to 'jump back' to the program to restart it. eg POKE 25643,173 (Followed by RETURN)

Unless otherwise instructed, Reset POKEs can only be entered by first LOADing the game and, when loaded, by then pressing the Reset button/switch on the title screen or while playing the game (follow the POKE specific instructions if need be). The game will now momentarily freeze and jump back to the start-up screen as if you'd just switched on your C64. Now type in the relevant POKE (or POKEs) and then type in the SYS command plus accompanying value (pressing RETURN after each command). The game will now restart with infinite time/lives/energy or whatever. On some occasions the listing will be rather long, thus line numbers before each command may be present (in much the same manner as the type A cheats except the listing must be typed in after the game has been LOADed and reset with the reset switch).

C) Cartridge POKEs — These require very little effort to implement, requiring only a Cartridge such as the Action Replay or Expert Cartridge to cheat. Follow the instructions enclosed with the cartridge for loading a game and upon loading or during the game itself (depending on the cheat instructions) press the cartridge button to bring up the cartridge menu screen. From here follow the specific instructions for entering the required POKEs and then restart the game. Cartridge Corner is devoted to POKEs for those of you owning either the Action Replay or Expert Cartridge ONLY, they will not work with reset switches as you they have no SYS codes.

Well, the feast of tips endeth here and I'm not looking forward to mapping out Combat Island or E-Motion levels 21 to 30 for next issue, time for some assistance from you lot methinks so get tipping! Neil Treeby of Brixham is my saviour as he's sent in tips for Levels 9-12 of Snare (hurrah!) but they came in too late for this issue (rats!) so next ish, definitely! I'd welcome anything on International 3-D Tennis, Ninja Spirit (maps, guides, hacks - the works). anything and everything on Turrican wouldn't go amiss, budget tips would be great too! This month M. Elkateb of Sutton, Surrey gets a £30 software voucher for his jolly good Operation Thunderbolt tips and cheat. The address for your tips? Pig in a Poke, ZZAP! Newsfield, The Case Mills. Temeside, Ludlow, SY8 1JW.

PERIPHERALS & ACCESSORIES















PLUS MUCH MORE!

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, ac-cessories, books and software for the Atari ST range of computers in fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGEI Just complete and return the coupon below for your FREE COPYI in addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

Hard Disk Drives MIDI/Music Monitora

Clocks Emulators Modems Mouse controllers Sound Digitisers Sound Samplers

Floppy Disk Drives Graphic Tablets Modulators Plotters Scientific Equip Video Enhancers

ACCESSORIES:

Cables Disk Boxes Monitor Access Printer Labels Stands

Cleaning Kits Dust Covers Mouse Access Printer Paper Upgrades

Disks Joysticks Power Supplies Printer Ribbons

BOOKS:

ST Dedicated

68000 Processor General Computing

SOFTWARE - ENTERTAINMENT: Arcade Games Compilations Advanced Sims Arcade Games

Sport Sims

Adventures

Board & Strategy

50FTWAI Art & Graphics PRODUCTIVITY: CAD

Communications Education/Childs Spreadsheets

Accounts Databases Music Utilities

Desktop Publishing Programming Word Processors

SOFTWARE & BOOKS











STILL & MORE!

48 PAGE P

FROM SILICA SHOP - THE

Silica are the UK's No 1 Atan Specialists. We have been established for over 12 years, and have an annual turnover of £10 million. With our separance and expentise, we can claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon to our latest

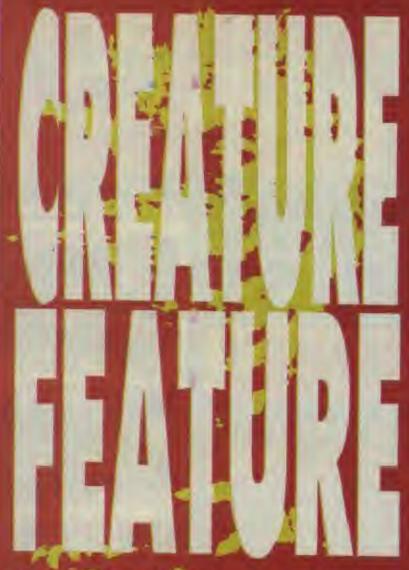
MAIL ORDER: Order Lines Open:	1-4 The Mews, Hatherley Rd, Sidoup, Kent, DA14 4DX Tel: 081-309 1 Mon-Bai GDoon ADCom No Late Night Operang Fax Not 061-308 0008	-
LONDON SHOP:	52 Tottenham Court Road, London, WYP 0BA Tel: 071-580 40 Mon-Bar 040am-600pm Late Might; Thurwday until 8pm Fax No; 071-323 4757	100
LONDON SHOP:	Selfridges (1st Fland), Oxford Street, Landon, W1A 1AB Tel: 071-629 1234 a Man-Sat 930am-000pm Leve Night: Triumday unto 8pm Fex No. 071-495 5321	
SIDCUP SHOP	1-4 The Mews, Hathertey Fid. Sidoup, Kertt, DA14 40%. Tel: 081-302 B. Mon-Siu Sidoum 430pm Late Night: Findey until 7pm Fes. No. 081-309 bost	811

	- married and	miliah!	or other man			A LINE DESCRIPTION DE	Transfer of the	1.140.0	Selection in the	S. dept. a. ed.	Mile Park	A POST N
		-	and the latest sea		_			-				-
ю			PEND					1071			-111111	1.4
		N -	20/2 (98)	DVI C			31 P					1 -
		CAMP DO		2 2 2 2 2 May 1	_				ALC: NO.			_

Mz/Mrs/Ms: ,.... Initials: ..

Postcode:

Which computer(s), do you own? EACE - Advertised scioes and operated to may change - plants return the apaper for the basis information



John has got Mad Cose Disease. ZZAP! went the music demo yesterday, Thalamus need a game outro tomorrow but ~ bey! ~ the Rowland Bros are cool. They've got their surfling geer on, it's not and the pool beckens. Put a few computers on the poolside table with some cans of cider and let's pretend we're working.

WEDNESDAY APRIL11th

JOHN: Happy birthday to you happy birthday to you happy bothday to Stevie happy buthday to you (it's Steve's birthring today in case you basin't quessed

Today we hatched a lift in Duve's Asite OTE 160 to ZZAP Hill which meant is getting up if 4.30 an (yawn) as it takes one and a half house to get to Fostiamus then about two and a half house to get to Newsfield (One tasks theself is it worth it)? We gave the land the first austalment of the flary and a dome of the game (for any

STEVE: As already mentioned we went to Newsheld today m Dave's black teast. Thanks to Rob and Phil Se the thanks to Carol for the coffee Wittle we were there we

happened to houce a mity little joystick called an Lilmmate diala speed superation Now the drive can't remember where they got a (they're not stupid OK), so if you know where to get hold of one please or ald you let us know (By Emomax we'll be reviewing it next lesue - Edil

FRIDAY APRIL 13th

Today is Friday the 13th and don't we know n'

Two of our computers picked up a vinus, causing there to overheat and start a small fire This then turned into a big fire, setting our entire house alight A motorist passing by diverted split second to look at the interno This unfortunately was that long enough for him not to ses the pedestrian crossing the road. Swerving to avoid him, he want through the hving toom window of the house opposite Sadly this ruptured their gas

main and caused spontaneous combustion of the entire estate As it happens the Nuclear power station near by was a little too near STOP! That's it! This is getting too richeulous. If you believe any of the above you're more stupid than Rob 'that' - a mee earring' Ellis looks (Sony Rob but we had to pick

TUESDAY APRIL 17th

JOHN: The last four days have been a bank holiday weekend and therefore we've been down Southend a few times playing loads of games One that I'm hooked on again is Space Harner (I used to love this

Started to design the tirst terrure screen. We did a couple of sketches to work our what was going to go Where etc. After a tew hours coding I now have the screen set up for some graphics. Steve insists on only leaving two characters blank a the bottom of the screen for the spine status to go ever, giving screen above. So, not having enough room for the status, I have to move it down eight pixels and take out the border (not that anyone's going to

STEVE: After the nice long. relaxing weekend it a back to world on a new section of the define the terrors screens. The sketches for them, look great. It they turn out like we hope, they will be lots of run to play and Watch There aren't enough appress on the CEM64 to cope with parts of the torture screen so we resort to animating characters as well There are characters which will animate on thus torture screen. These are (a) the creature that pulls the platform up the screen when you jump on it, and (b) the creature on the bike that powers the generator to the Acme saw mill There will be 32 sprites on screen for this section with

space for 122 animetions in

WEDNESDAY APRIL 18th

JOHN: I was drinking some lamonacle while I was working spilt some on the PC keyboard So I wiped it old and thought nothing of it - intit this afternboom when half a dozen of the kleeys decide to stickle down when I press them couldn't httappen oon some trivial keys it has to happen on all the important ones likking Assemble, Escape Monitor and a few letters. Our within the WD40 me thinks.

Spoke to Rob Hogg this affention about a ruisic select system for a cover cussette Anyone who has a disk version of Retrograde will have seen one we've done already Anyway, we decided it would be a pretty good idea to put one on neor month's cassette liast month's by the time you read this? I ve therefore spent the last couple of hours appears out our first select system is adv to applied STEVE: Another music misch system, hornor this means stepping production on Creatures for a levy days to write-compose/copy about four bits of music. Some of the tunes some turns have been written for our old games but we can out of memory to put them is so write another bit in less memory and we have the first our let This happens quite often and I've now got show fathers double eided disks full of music However, I still tympe now eritt stich as Apex Beats, which is

FRIDAY APRIL 20th

JOHN: Now we've moistics the select system it's time to transfer it onto casserts. Rob H wants it as little as possible (or-er) and we manage to agreese

The hilarious Torture Screen, there's one after each level and they require some pretty tactics



5 8 W ZZAP! JULY

it ento 1 minute 25 seconds of tape. The only problem is that it doesn't always load. God knows why, so please can be tell us?

STEVE: As a last resort to make the select system load more often (load at all) we guess that the cassette heads might be dirty, considering we haven't used it for about 18 months. So it's a trip down town to get some head-cleaner (for the cassette player, obviously — even though John's head is pretty thirty).

MONDAY APRIL 23rd

(St George's Day, don't you know)

JOHN: Having already posted the music demo to ZZAP¹, we realised that there us a deliberate mistake with the text on-screen. As it's an apprade from the one we did last year it has last year's date on it, which I ringot to modify (now stupid can you get?. Well there's Steve for a start).

STEVE: After buying a copy of Ghosts 'N' Ghouls and playing it for an hour, we have decided that there aren't enough restart points. If you get just under half way through the level and die you go all the way back to the start (which is pretty damn inistrating). Creatures will probably have nine or ten per level.

TUESDAY APRIL 24th

JOHN: This morning we received a demo from Rob mine's a pint' Stevens (the programmer responsible for Share, but we don't hold that against than — just kidding) which destes glitch free raster splits with spintes passing over them. We need this for the colour splits in Creatures (tm), (p) 1990, (c) 1990, (r) 1990 sto etc.

STEVE: After working peacefully all day, Rob it phones at 5.45 to say could they have any more of our mosic (as they like it so much). The only problem is that they need it by the 26th, meening a Datapost job temorrow afternoon

WEDNESDAY APRIL 25th

JOHN: I should be doing the game today but I ve got to modify the music select system again. I suppose this gives me the chance to correct the inistake of not changing 1989 to 1990. Having jost half the day to the music stuff, we worked until about midnight on the game (now there's dedication for you)



Only 24 hours to save Thelamus, write a hit demo for ZZAPI and cure John (the bro' on the left).

STEVE: In the space of about five hours I've written (copied — John) three bits of music (including a dub mix of Apex beats). The 'game over' music is one of the shottest bits ever (memory wise) being 239 bytes long. It was in the post at about 2 o'clock and will get to ZZAP! in the morning.

MONDAY APRIL 30th

JOHN: This morning we received our copy of 4th Dimension from Hewson (thanks Paul) After loading Cyberdyne Warrior we noticed that one of the voices for the title music wasn't working! Looks like the loader screwed it up as this only happens the first time the ritle screwe appears.

On the forture screen side I spent most of the day making one of the aliens go to sleep, then the rest of the day waking him on

STEVE: Today is hot! This gives us an excuse to work in shorts and shades. Started the music for the torture screen this morning which is nice and cute. I also continued to do the graphics for the 'waterfall' level, which is hopefully where Clyde will use a boat or arm bands to progress. Did the big alien with real bad breath who thes to set you alight.

WEDNESDAY MAY 2nd

JOHN: I now have the big alien moving back'n forth and spitting fire (looks quite good actually). The sleepy alien can also pull the platform needed to get Clyde from the bottom of the screen to the top.

The weather has been well hot the last few days, which means it's that time of the year when we must clean and heat the pool

STEVE: Finished designing the graphics for the waterfall level and now have the large task of transferring them into a scrolly map. Came up with a cute rattype (frem?) creature today, which will eat through the rope.

FRIDAY MAY 4th

JOHN: That's it! We've had enough. All week we've been chained to the computers (but enough of this kinky talk) while there's been bright sunshine, the sound of lawn mowers and a clean heated swimming pool outside. By mid-afternoon we had tracked and just had to go for a dip. (Can you blame us?)

STEVE: After persuading John to take helf the afternoon off we went out to the poolside and caught some rays (yeah, man). Thinking about atranging a

 Even one of the comparitively minor characters has plenty of frames of animation.



pool/har-b-que party tomorrow (Saturday), admission being a 'six pack and sausages'

TUESDAY MAY 8th

JOHN: I've taught the lats to walk about randomly and the weight now flattens the alien on the bike So what if I used self-modifying code? I happen to like using it, oksy (considering it takes up less memory and processing time)

We got hold of another

We got hold of another Amiga, monitor disks, books, joysticks etc. They belonged to Rob listen 'ear' Ellis, and we got the jet for £1.25 and a can of Tengents Super

STEVE: Received a plione call from Dave 'silky' Birch today, asking me to do the 'game complete' graphics for The Search For Sharia, another Thalamcose game So it's another break from Creatures to get on with this straight away

FRIDAY MAY 11th

JOHN: The presentation bits have been added to the corture screen now. There's the 'Get Ready' and 'Level complete' in there (which we'te quite pleased with), boosting memory to 3K more than a level in Retrograde

So many games these days (including some arcane games) don't give very satisfactory complete sequences ' If i complete a level I want to feel a sense of achievement, even more so if I complete the yame You know what I mean, staying up 'till three in the morning playing a game, doing it, and getting a boring message saying game complete indiawed by a list of credits on who wrote the dama thing. We like to put a bit more effort in than that (check out Retrograde's 'game complete' sequence — plug. plug).

STEVE: The last tew days have been tairly aneventful, as I ve been doing the graphics for The Search For Sharla. The only exciting thing that's happened was when I did the Level Complete music for Creatures At least I can look forward to the nightclubbing at the weekend, together with a hefty dose of alcohol and junk food We haven't had a Burger King for about two weeks, is this a record? (And would it get on to Top of the Pops?) John's starting to show withdrawal symptoms - nunning round in circles waving his arms in the air and foaming at the mouth (I wonder if anyone will notice the difference in his behaviour .. I doubt it). (Maybe he's got Mad Cow Disease! - Ed!

IULY 1990 - 69 -





Palace, Amiga £24.99

imbledon's not too far away (especially if you're a Womble) so perhaps we can forgive the software houses for releasing so many lennis sims recently. The best C64 game so far. International 3-D Tennis caused quite a stir last issue. impressing us with its novel use of vector graphics and earning a deserved 94%.

Ubik best known for his music, has written the Amiga game with help from Sensible Software. As before, the control system allows you to move freely after hitting the ball. When the ball is returned, however, the computer automatically moves your player into line with the path of the ball, though you can still move forwards backwards.

Pressing a direction with fire determines what have all short determines what type of shot you play.

Again there are four surfaces with subtly different bounces — and four skill levels. The easier skill levels help you time shots by making your player flash et the correct time (DIY Innuendos Inc). Higher levels remove this aid



but allow serves to be aimed and spin put on the ball. As both players can have different skill levels, it's possible for a novice to compete with an expert in two-player mode. The unique choice of camera

angles used in the C64 version has been improved. One of the angles can be defined by rotating the view in three dimensions and zooming involute as there's theoretically an infinite amount of possible viewpoints. Advanced players can enter



STATE

one of the 79 international tournaments (based on real ones) competing against some of the 100 different computer players — including the likes Lendl. Becker and McEnroe. If you choose to play a whole season, you can enter a number of tournaments with the aim of winning as much money as possible. With a possible 21 tournaments, a season can last a long time so there's an invaluable Save (on lormatted disk) facility.

impressions misleading, with the players translucent, and although this helps gameplay when they shake hands at the end of a match it's a real mess! But International 3-D Tennis more than compensates with superb Playing playability. tournament really takes it out of you, with you nervously waiting to see who your next opponent will be. Have you been unlucky enough to encounter Becker or McEnroe? But even the comparative unknowns can give you a tough game. If nothing else, this reminds you how cruel tennis can be, with 20-point lussies at deuce being easily lost with a careless mistake or two. Each and every rally has to be approached with a clear mind. You must plan how to make your return, and whether to go to the net or not. Yet winning a tournament compulsive, and the way the stadia enlarge as you progress to the final is rewarding as is the pic of you lifting the cup. With a year packed with lournaments there's plenty of astability. As for the graphics you soon get used to them and the ability to rotate the court means you can always be at the bottom of the screen - very useful for playing the computer. Also, the sonics are absolutely superb. The samples are crystal clear making the commentary great fun, and the tunes are brilliant. Highly recommended



Held down fire until the last second to get a blistering service and, hoporully, an acc.



Aesthetically this isn't as impressive as the C64 version. The vector graphics look a bit weird coloured-in and there's no hidden line removal so the players sometimes appear to be holding their racquets behind their backs! Having said that, the ability to create your own camera angles is brilliant:— you can zoom out so far that the court looks tiny or get an amazing worm's eye ground view. Gameplay is much the same as it was on the C64 with the innovative control method working perfectly to create a game of maximum skill and minimum frustration. As before, you can really get some long rallies going, especially against some of the better computer opponents. The centre court atmosphere is improved by some extremely clear sampled umpire speech and a brilliant crowd effect with them ophing and applauding realistically. Comparing the many recent Amiga tennis sims it's easily game, set, and match to International 3-D Tennis.

At first I wasn't at all sure about this conversion of the ace C64 game. What was pushing the C64 to remarkable limits a month ago comes as something of a visual disappointment for a 16-bit machine. This doesn't stop the gameplay from being just as brilliant though. The playability is immense, more than making up for any graphic deficiencies the game may have. Top marks for the samples too, the clearest I've heard for a good while.

 One of the preselected function key views allows you to admire the action side-on





PRESENTATION 90%

Ten carrier ingles including driftingle one. One or wo prayer practice mode from skill lead to four surfaces, superb Teurramon and Saason projets with Savintoru. Tablety

GRAPHICS 75%

This winder graphic prayers both a bit at angelland the well-moved some what would ally But yours.

SOUND 94%

Great music including the Windlodon United Rive Crystal rear samping Lingues specificant various crowd EX

HOOKABILITY 94%

Toping of yet make it very easy to not maked — unlike great tilbut totals simb Supported that are

LASTABILITY 91%

79 international forms into 6 with hundred different come also apportants may be to a production.

OVERALL

The best formis sim around, just in time for Wimbledon



INTERNATIONAL TENNIS

THE WHOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNINVALLED PLAYABILITY AND AN UNPARALLED NUMBER OF CLATIMES.

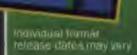
ENTER TOURNAMENT CONTROL OF THE PROPERTY OF TH

"The is (ab., a monthrough ...oo-one could to be impressed."

C&VG 94% C&VG HIT

the composition ... In mense fun, demanding to a refer and control and the for age.

ZZAP! 94% ZZAPI SIZZLER



- · Remarkable new 3D real time animation system.
- . One or two player games.
- Four player ability levels amateur, semi-pro, pro and Ace.
- View the game from any one of ten "camera" angles Infinite on ST and Amiga.
- · Learn to play topspin and backspin balls.
- True control over the direction of your shots.
- * T.V tennis theme tunes.
- · Any-time save option.
- * 64 different computer opponents, with 16 skill levels.
- 72 tournaments to play in all based on real events with genuine court conditions and prize monies.
- 4 court surfaces grass, clay, carpet and cement each affecting game play.
- Digitised pictures (ST and Amiga)
- Digitised voice of real Wimbledon umpire (ST and Amiga).
- Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!

C64 ■ C64 DISK ■ SPECTRUM ■ AMSTRAD ■ AMSTRAD DISK ■ ST ■ AMIGA ■





Infogrames, Amiga £24.99

magine the music world with no Kylie Minogue, no Jason Donovan, and no New Kids On The Block (My - Sub Ed). It might be most people's paradise but Jumping Jack Son is a bit

peeved now that classical music has taken over and rock'n'roll is dead.

Jack's determined to save the few remaining rock records. On each level he jumps around square platforms, avoiding angry

Jumping Jack Son is full of humour with a wacky plot and a particularly cute hero. The music is great to listen to with a brilliant Rolling Stones-style title song and classic in-game blues riffs. The simple action won't

exactly tax your brainpower but it's great fun to play and should bring a smile to the grimmest of players (I heard that! — Ed). The challenge levels are a particularly good idea, providing both extra variety and passwords to avoid frustration.

classical instruments. Certain squares change colour when jumped on: when a group of them is made all the same colour a record appears for Jack to place on the relevantly coloured record player. Playing records gradually builds up a rock tune — when all the records are playing, Jack can teleport to the next level

Occasionally, special tiles appear which can give our hopping hero such extras as a juke box (to carry more than one record simultaneously) and sunglasses (cause classical instruments to flee in

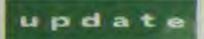
This is great fun plenty humorous touches to raise a smile. The way the lune builds

up is particularly good with each ecord adding an extra instrumental part. The game concept is a simple but addictive one, and with loads of different level layouts and extra features (plus a few surprises) it never seems to get repetitive. But then maybe I just love the

terror!). Every four levels, there's a challenge round where Jack must hop once on every platform to gain a password.



No plans for a C64 version.



PRESENTATION 85%

GRAPHICS 80%

SOUND 901

HOOKABILITY 87%

LASTABILITY 81%

rave yardage

Activision, C64 £19.99 disk only

merican Football players have never been so ugly. The teams in Grave Yardage have a variety of foul monsters playing for them, including ogres, trolls, ghouls and zombles. Astroturf is obviously too nice for such players so matches are played on a minefield! In this one or twoplayer game the basic aim is to earn points by hacking as many of the opposing team as

possible

A secondary objective is to move the ball down the field using running and passing plays under the normal 'four downs to gain 10 yards system. Here, though, the ball carrier runs until he's killed by the defence! Carry the ball into the opposing endzone and you score a 'smashdown', worth

Both offence and defence get to choose their plays from scrolling menus. The team lineups can also be altered to suit

A cannon makes the kick off in the ghoulish version of American



The best aspect of Grave Yardage is undoubtedly its sick humour with the defence attempting to 'hack' the quarterback! You even get a bonus for massacring all the opposing team members. With so much fighting going on it's like a Leeds away match with football secondary to outright thuggery. Still, it's all done in a lun, light-hearted way. The fairly lengthy disk accessing between plays is irritating, though, and the game's a bit pricey.

the favoured type of tactics. Just remember, you can never be too offensive!



American following the Football would have

o be pretty different to hold my attention. Different Grave ardage most certainly is with a all sprouting wings, minefields and some very weird tactics. The multiload is surprisingly neavy — between every play — but the game is good fun with a definite Blood Bowl Influence. If you want a serious, authentic American Football game then you'll be disappointed with this one, if on the other hand you're a Blood Bowl fan and can't wait for the Tynesoft official game then give Grave Yardage a whirl.



No plans for an Amiga version.



PRESENTATION 67%

GRAPHICS 62%

EOUND 59%

HOOKABILITY 70%

LASTABILITY 57%

ATARI ST AMIGA IBM P.C .AND COMPATIBLES

THE ARCADE EXPLODES!

AMSTRAD CPC SPECTRUM **COMMODORE 64** SEGA

As the pilot of an all powerful combat vehicle, you are engaged in the hot pursuit of terrorists. Go into combat and be confronted by enemies as different in their appearance

as in their combat techniques. The ability to take to the all will be your strength, use this to out manoeuvre the enemy.

Pick up weapons, ammunifions and fuel. You'll have to work your way through the entire convoy and destroy the leading vehicle, before the ULTIMATE EXPLOSION.

NUCLEAR threat. Stop. DESTROYER CONVOY detected . Stop Wipe out the TERRORISTS . Stop Scientists DANGER Stop. DMINIED TATE CT TON transmission.









QUICK REFLEXES, SPEED, INGENUITY AND NERVES OF STEEL ARE REQUIRED TO OBLITERATE THE OPPRESSOR.

SUPER FAST 3D ACTION 15 INGENIOUS MUSICAL SCORES 50 DIFFERENT TYPES OF ENEMIES 5 SQUAD LEADERS TO DESTROY BONUS LEVELS A MULTITUDE OF ARMS AND AMMO LAND AND AIR COMBAT

4TH STANNETS, LAINDON NORTH TRADE CENTRE. BASILDON ESSEX. SS 156DJ. PHONE: (0268) 541126



ARCADE

FABULOUS ADAPTATION OF THE ARCADE GAME





US Gold, Amiga £24.99

efore Rotox was Rotox, he was a trooper in the elite marine corps, daily proving his bravery and lethal skill in countless interplanetary battles. But even the best carr make mistakes, and combat injuries rarely leave much to bury. But 22nd Century medical advances keep our hero alive just enough for him to provide the brainpower for an awesome combat droid.

Rotox is a cyborg war machine, completely mechanical apart from a human brain hardwired into it. This RoboCopish concept could ensure many victories, but first it must be tested... Ten war zones have been built in space, each consisting of nine sub-sections all packed with hostile forces. Beat them all and you'll be hailed as the future of warfare. Lose and your builders won't bother repairing you — they'll sell you as scrap iron!

Rotox boasts a 'revolutionary new game technique called Rotoscope', which means an overhead view of the cyborg which is fixed at the centre of the screen. Push right on the joystick and the

quote Phil. Nyahl nyahl yes arghnhhl Which, mmmhl. translated, means

this is a challenging, addictive and very mean game which really has you sweating as the allens come swooping in and the floor starts shifting under your feet. At first glance it doesn't look that impressive, especially in static screenshots but once you begin to play the shoot-'em-up action soon becomes compulsive. Later levels then start fooling around with the ground in various mindboggling ways which make progress both addictive frightening. The continue-plays usefully delay the irksome return to level one, and although there isn't an and incredible amount of depth, this is a first-rate shoot-'em-up which could well drive you up the wall (with Phil).



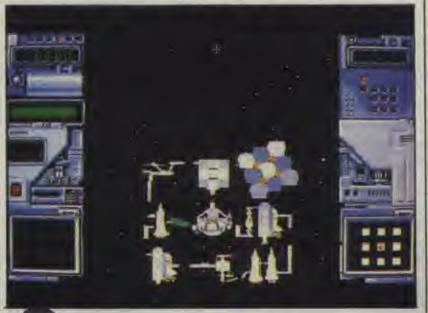
Under heavy attack from a bullet-spitting snake and a deadly buggy. The superb Rotoscope system ensures everything moves quickly and smoothly.

whole screen rotates around your man, complete with however many baddies are homing in on you. Rotoscope isn't merely a gimmick though, as it allows a new game-style. Each of the sub-sections are linked by bridges which can be

quite a trial, with various segments rotating, expanding/contracting and, in short, doing everything they can to disorientate youl if you fall off you plunge through space right back to the centre of the sub-section you were on.

On later levels this costs energy, and destroys any addon weapons you might have Each sub-section has plenty

of monsters to kill, from swirling snakes to static launchers pumping out such odd homing missiles as bees. You must kill them all to complete a sub-section, and ultimately the level. Each level has its own theme-- the first has each of the sections shaped like a spaceship, from the shuttle to the USS Enterprise, Later themes include death, puzzles and even gardening! While battling through the game you can find add-on weapons such as scatter-bombs, a grenade launcher, a jetpack (with limited fuel) and heat-seeking missiles.



I feel sick! All those spinning and pulsating shapes are enough to give anyone motion sickness. But if you can keep your breakfast down this really is a great game. Most 'innovative' 16-bit games are tremendously complex so it's a relief that Rotox is so easy to pick up

and play. The rotating overhead view works well, heightening the vertigo-inducing tension of walking along thin bridges and rotating platforms. Some of the sector layouts are very imaginative, such as the huge flowers and fruit on level three. Sound is also of a high quality with a cacophony of atmospheric background effects. The game is tough, requiring both good tactics and fast reactions, but at least you get plenty of continue-plays to avoid frustration. Great fund PRESENTATION 86%

GRAPHICS 84%

SOUND 799

HOOKABILITY 88%

LASTABILITY 89%



Digital Integration, £14.95 cassette, £19.95 disk

he F-16 is one of the most exciting aircraft in military service. Small and extremely manoeuvrable it's a superb doglighter which is in service with many NATO air forces. F-16 is a simulation of not only the aircraft itself. but a complete battlefield which you and your squadron of F-16s must dominate.

But before that you must prove your mettle by successfully completing five missions: Scramble has you intercepting a couple of MiGs, Hammerblow is a bombing raid on an enemy airfield, Deepstrike means taking out power stations, factories and bridges, Tankbuster is selfexplanatory while Watchtower is a reconnaissance mission. Crash and your service record is automatically erased (on disk, anyway) and you must start again.

Once you've completed your training you're promoted to Squadron Leader, and can now crash almost as many aircraft as you want. You're also in command of four other F-16s These can be sent on missions to destroy various enemy targets; choosing between tank formations and factories is critical.

Once you've sent your minions off into battle, it's time you set yourself up for a mission. The battlefield is large, to cross it will require at least one refuelling, and you can set up to five waypoints to navigate once airborne. Next you can arm up, there's a formidable range of weapons laser-guided bombs to a

At last, you're in the detailed and very realistic cockpit. The Head-Up-Display shows most of the vital info - speed, altitude, weapon selected but the instrument panel needs to be watched too. There's three TV displays showing

Tally ho! You've got a lighter in your sights and a Sidewinder lock-on, press fire to splash one MiG.



from air-to-air Sidewinders and LANTIRN pod (for night flying).

it's been over six months since the 16-bit version took flight, but it's been worth the wait. Buildings and vehicles may only be wireframe, but they're usually at such a distance it doesn't matter much and the vital

frame-rate is a quick as you could want. Unlike the sluggish Fighter Bomber, F-16 gives a real feeling of actually flying the aircraft moves swiftly and realistically. And once you're promoted to Squadron Leader, you've got an entire battlefield to look after. Digital Integration have worked miracles in cramming so much realism and gameplay into the C64. Disk access is reasonable, although the as yet unseen tape version could be more

My only reservation is that it's a bit difficult, it'll take time to get the best out of it. While Robin complains about the duliness of the graphics, I'm happy with their speed and impressed by the massive challenge. If you want something to really test your flying and strategic skills, this fits the bill.

what kind of weapons you're carrying, a map of the Immediate vicinity, and radar. There are, in fact, three display modes: landing, ground attack and dogfight, showing the relevant info to the situation.

It's been three years since the best C64 flight simulator came out (Project Stealth Fighter, of

course), and F-16 doesn't really challenge it as a compelling game. It may boast a far more sophisticated and realistic flight performance than any other 8bit flight sim but gameplay is repellive. The idea of an ongoing battle is a sound one and works well within the game but it'll take an awful long time to get anywhere with it.

l also miss MicroProse-style razzmatazz presentation' which makes it a very sober game to play with simply not enough variety in either the mission types or graphics — although they do move fast. On a final note. I'll admit that it's a great conversion of the 16-bit original, but after quite some play of that I'm afraid it was overrated and benefited from the lack of an Amiga F-19.

▼ Low level night-time flight. The LANTIRN illuminates the area in the HUD



PRESENTATION 85%

GRAPHICS 78%

SOUND 25%

HOOKABILITY 70%

LASTABILITY 78%

C-Commodore Paint IL EMPLE The Commodore A500 Serman Pack must surely rank as one of the most popular com-puter packs ever! The pack features for

PARTY INCHES	E-Gr
AS00 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Batman The Movie	£24.95
New Zealand Story	€24.85
Interceptor	£24,95
Daluxe Paint II	£49.95
TOTAL NED.	0540.75

Less Pack Saving: £150.78 PACK PRICE: £398.00

PACK INCLUDES:

A500 Computer & Mouse E369.96 A520 TV Modulator £24,89 F29 Retalistor £24,95

LOSS PACK SAVING. C145.82 PACK PRICES ESPR.00

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP THE UK'S NOT AMIGA SPECIALISTS

SILICA SHOP YOU

E. DVERNIGHT COURTER DELIVERY: On all hardware orders stripped in the UK.

SMM CAL SUPPORT MELPLINE: Team of Arriga technical experts at your service.

NCE MITCH: We normally match competitions on a "Same product - Same price" basis

ARLISHED IN TEAMS: Proven track record in professional computer sales.

IN TURNICATE (1986) Service. Solid and reliable with maintained growth.

SINES: PULCATION/SCA ERNIMENT: Volume discounts available for large orders.

GYROCHS: Demonstration and training facilities at our London & Sidoup branches.

FILL STOCK RANGE: All of your Amiga requirements from one supplier.

SE CATALOGUES: Will be mailed to you with offers and software/peripheral details.

YMENT: By cash, cheque and all major credit cards.

EDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

per you becade when to buy your naw Amigs computer, we suggest you think very carefully apour WHERE buy it Consider when it will be like a few require after buying your Amigs, when you may require additional others to early are in the particular activate on the products? At Silica Bhop, we ensure that you well have nothing to warry about. Silica have a established for over 12 years, and have an annual turnover of 515 million. With our unovailed experience expertise, we can now claim to meet our dustainers requirements with an understanding which is second one. But don't lost take our pool to it. Compage and have

FREE BROCHURES

MAIL ORDER: Order Lines Open: Mon-Sar	1-4 The Mews,	Hatherley Rd, Sidgirp, A	CENT. DA14 4DX	Tel: 081-309 1111
LONDON SHOP:		am Court Road, London	WIP OBA	Tel: 071-880 4000
SIDCUP SHOP:		Hatherley Rd. Sidoup.	Cent, DA14 40X	Tel: 081-302 8811
BUSINESS/EDUCATION:	1-4 The Mews.		Kent, DA14 4DX	Charles Transportation Control of

the second section in the second section in	A RESIDENCE OF THE PARTY OF THE	the said of the control of the contr
		DN THE AMICA
PIEDSE SENII	1 N F 11 K W AL 1 1 D N	

Mr/Mrs/Ms: ,	Initials:	Surnamo:		
Address:				

Postcode

Which computer(s), if any, do you own?

A2000



PROJECTYLE

Electronic Arts, Amiga £24.99

his futuristic SF game originated on Jupiter's second moon (no, I don't know what it's called either!), where a bunch of rejects from Earth's satellite cities were playing around inside a crashed shuttle. M Throid the Third observed this once, and promptly set about turning it into a multi-billion dollar sport which would make him a very rich man indeed.

The essence of the game is simple, involving three teams (all of which may be computer controlled) whose sole aim is knock the ball, or projectyle, into the other teams' goals. The pitch is split into five

multidirectionally scrolling zones. Think of a simple cross. At the centre is where the kick-off happens, in the middle of each wall there's a passageway to another zone. Each team has its own Defend Zone containing a goal for the others to score in. The remaining zone is Frantic, which contains three goals (one for each team) allowing for some very frenzied action!

In each zone there's a member from each team: as soon as the zone appears you take control of that member. Joystick control is simply directional, while pressing fire automatically boosts your

Phil's favourite, the Jelio Squad, is shown in all it's glory. You choose who's in the team, their position and even train them when you've got some dosh.

O DELLO GUERNA DEL DE LA PRESAS TRE DIODRIM DELLO DUGGENADUS

TELLO DELLO DUGGENADUS

THE MAGAMUAS DUAS PLATAMES

THE MAGAMUAS DUAS PLATAMES

THE MAGAMUAS DUAS PLATAMES

player toward the ball. The Zones are biggish and you can sometimes go off screen, so there's also a radar scanner to help you. After you score a goal a Replay box appears which will show the goal again — but this is easily bypassed

A game of Projectyle is split into three sets, each lasting a few minutes. At the end of a set the 'cross' is rotated, changing the position of all the Defend Zones around the central sector. To liven things up there are plenty of bonus objects which appear on screen for you to collect. 'Teleport' magics all the players to the Frantic Zone and 'Loony Bail' makes the ball act weird for the collector. There are also bonuses which affect how slippery the pitch is, and how

Each team has eight players who each have six attributes; speed, weight, acceleration/deceleration, bounciness and intelligence (for computer players). These attributes can be improved by spending money on them. Players can also be injured. The game comes with eight weird teams, including the Jovian Jelio Juggernauts and the Devils (from film planning!). These all have their own graphics, with a portrait of each player in the training screens.

bouncy the ball.

The teams can compete in a one-off solo match, for one to three players, a Sudden Death tournament with six preliminary games and a League of between six and 21 weeks for all eight teams.

▼ Fierce arcade action is shown in this goal replay — automatic unless you press fire.





This is simple but frantic fun and the three-player option adds an extra twist

with players forming fleeting alliances. There's not much time to think, though, as the action takes place at a frenetic pace. So it's more a test of reactions (and a fair bit of luck) than tactics. However, this is more than made up for by the team selection and training screens which, like the rest of the game, are stickly presented. Overall, Projectyle is great fun with friends and well worth buying.



The basic concept for Projectyle is very simple: a variation on Xeno and Ballistix which

guarantees plenty of frantic action. It's certainly good fun to play, especially with three players. The graphics are very slick and fast, accompanied by some rich Amiga tunes. Overlaying all this is some superlative presentation, from the replays to the player portraits. This improves playability, of course, but also lastability with the great team training/formation options and the league to compete in. I don't know if it would be quite as much fun in one-player mode, although the league and options are bound to keep anyone amused for quite some time.

DRESENTATION 0404

Packed with nice staff, including goal replays, pics of each player, a league and the option to third player to use a loystor through the Microdeal Intertace

GRAPHICS 84%

Simple game toes has been enhanced by a wide variety of skrik looking pitches which can scool yery test

SOUND 83%

A selection of good tunes

HOOKABILITY 85%

1 to the second

LASTABILITY 84% with plenty of pilones, a magui

OVERALI 84%

A run game superbly executed

Resolution Millennium, Amiga £24.99

et a thief to catch a thief, so they say, only in the future it's more a case of freeing criminals to assassinate America's Most Wanted. This bizarre new law, Senate Resolution 101, is due to skyrocketing drug-related crime. You're one such convicted criminal and to earn your complete freedom you've got to 'terminate' a number of gangland bosses. Besides your licence to kill, you've been given an armed skimmer. More importantly, you've got free insurance! A rating of five

translates as five lives.

The four criminals you must execute are located in Los Envegas; each controls a quarter of the city. When in pursuit of one you're confined to that quarter. To shoot the drug dealer's ship you must collect enough evidence — ie red drug canisters which are dropped by the drug runner and destroyed henchmen. The number of canisters needed increases with each level, but once the ship is blown up the drug dealer still survives While you pursue the next

dealer he uses his insurance to buy another ship. Only after his third defeat can he be killed for good. With four dealers, in all this makes twelve levels to be completed.

When a drug runner starts a

destroyed. These can be repaired at shops in any of the nine shopping malls. There are three shop types: for Repairs, Guns and Engine maintenance. You can uprate your skimmer with more powerful machine guns, cannons and heatseeking missiles. There's also a booster pack for the engine.
All this costs money, earned

by shooting baddies for bounty and collecting squarish canisters. There are also

yellow

canisters (collect four for an extra life), and booby-trapped ones. Further complications are provided by canals and large rivers — if the skimmer stops on any of these it sinks! If you do get into trouble a small TV shows the dealer laughing at you; succeed and he grimaces.

101's impressive manual packs in plenty of detail and scenario, but it boils down to being a

Backfash-like shoot-'em-up with shops for repairs and add-on equipment. The graphics aren't awesome - an odd mix of solid 3-D and sprites - but still effective and last moving. Particularly good is the drug runner ship which is good from all angles, and the animated TV' pictures of the dealers. scoffing or weepingl

Gameplay is above-average for this type of shoot-em-up with some nice tactical touches. The drug lords surrounded by assassins provide formidable opposition, and while the music is a bit too cheerful for the scenario, it's good quality stuff. All in all, a very enjoyable game which will reward long-term play.



In deep doo-doo in the fourth quadrant of the city. Your quarry is shown grimacing on the CB-TV screen.

The programmers' previous game, Archipelagos, was packed with novelty and originality which I'm disappointed to find a little tacking here. The urban drug runner chase is a good idea - Turbo Espril made a hit of it on the Speccy - but here the city is too abstract to

be convincing. The sprites aren't initially impressive either, but apart from the odd dadgy robot they soon grow on you. In fact, they turn

out to be fairly good with a great 'glass spider' later on.

As the game progresses it gets bener all round, in fact. Saving up to buy equipment takes quite some time, while damage to the instruments works quite realistically. And the maze of canals on sector four ensures plenty of tension there.

run the sky darkens... A drug run consists of stops at various buildings, it completed you lose a life. The dealer can also command drug bosses who, with their henchmen, can be ordered to defend buildings, areas or even attack you! Most henchmen fly saucer-shaped skimmers, but there's also plenty of robotic snipers on the ground.

Initially, hits reduce your armour rating: once this is in the red, instruments such as Local Radar, City Map and various indicators can be

PRESENTATION 75%

GRAPHICS 779

SOUND 64%

HOOKABILITY

LASTABILITY 7



MANHO

Ocean, Amiga £24.99

eliver King Richard'
might seem fike an
instruction more
appropriate to a postman or a
midwife than a knight, but it's
Ocean France for 'rescue' and
your task is certainly
formidable. King Richard has
been kidnapped by his evil
brother, who's become very
happy being King John of
England while Richard fights
Holy Crusades abroad. The

warrior king has been imprisoned in a castle in Austria, which is even more boring than Switzerland.

Your quest will take you over five different regions: an English forest, a cross-channel boat trip, a ride from France to Austria, an Austrian town and finally the Castle. Most of the regions are packed with archers, sword-wielding barbarians and sorcerors. Walking right triggers them, so taking things slowly is a good idea as long as you remember

The fast-moving cross-country horse ride is one of the most exciting levels in Ivanhoe.

TIME 0026700



This is a bit of a disappointment coming from Ocean. The first level features repetitive hack 'n' slay action and the strange control method is frustrating, especially when you get stuck in shield to de. Later levels are an

improvement, adding variety, but generally it's not of the high quality usually associated with Ocsan products, Graphics are detailed but jerkily animated with a very subtle (bland to you and me) colour scheme. The lengthy disk accessing on dying is also annoying and surely unnecessary on level one. I just hope Ocean France do a better job with Golden Boot.

the time limit. As you'd expect, Ivanhoe can crouch, Jump and attack with his sword. More unusually, if you push the Joystick diagonally without fire pressed Ivanhoe puts up his shield. You can then move the joystick in any direction to block blows with it.

block blows with it.

Killing certain baddies
reveals special weapons such
as a bigger shield, Fire Sword
(destroys all enemies when it
flashes), Extra Life and a Triple
which miraculously causes two
other Ivanhoes to appear
around our hero. These can be
very useful as energy is very
quickly lost. But should you
hack through to the level's end,
a bonus section is loaded in. In
this static screen you must
battle one of two types of
superbaddie for an extra life.

There's more to the game than hack 'n' slay though. Level two has Ivanhoe on a fast galloping horse which must leap various obstacles, while Ivanhoe shoots enemy knights with a crossbow. Later on in this lengthy level he can pick up a lance to use on the villains. And the final level adds doors to the basic arcade action to create a challenging mazel



Ocean were showing off these superb graphics over six months ago. Drawn by an

Asterix artist they're full of originality humour, and character, Ivanhoe himself may look more like a French hairdresser than a knight, but static this games compares even to Psygnosis master-pieces. Unfortunately once the graphics move things aren't quite so good - Ivanhoe moves from walking to attacking without any frames of animation in between. But that's a minor problem, and the game is packed with variety in both graphics and gameplay Level three is a really fun horse riding game, with Ivanhoe hanging off is saddle to make low shots with his crossbow, then even picking up a lance

All in all, Ivanhoe seems like an 80%-pilus game until you actually play it. Once you do the defensive-posture makes controls fiddly, and the tough arcade action more frustrating than enjoyable. Particularly daft is the fact that the birds on level one restore energy randomly—and usually not at all. Still, practice allows progress for the

determined

PRESENTATION 70%

Count peobleging, attractive if sample repriving furtherightly relations when you have newethers to undates

GRAPHICS 85%

sports but comprised some near sports but comprised and as smooth will be nicibe.

SOUND 63%

some rare times which white sounding warning lens obtained your sound in a make this use of the

HOOKABILITY 59%

funky control method and high mittal delt fully read respondanting

LASTABILITY 64%

Planty of victority in bodil or actics, and

OVERALL

A great-looking game with some good ideas but lacking playability.



A Future Land sees you riding this SF rollercoaster cum shoot-'em- up. The aim is to grab demons.

Mirrorsoft, Amiga £24.99

ighteen pages of informative text set the scene for this imaginative arcade adventure, reminding readers of the medieval origins of carnivals. Many of the various sideshows have mystical aspects, something which films from Big to Something Wicked This Way Comes exploit. Now you've inherited one such entertainment palace, but don't celebrate yet. You were bequeathed it by a mad grandfather and for the sake of both your sanity, and future profits, you must face up to the spirits that haunt it. In fact, there are eight demons to be

The game begins with you at a monorali station in Yesterday Land where there are three machines from the early 1900s. A fortune telling machine, a bagatelle and a grabber must be exploited to provide a train

Once you have a ticket you can board a train for the three other lands, or games. These must be completed in order, so first you must get off at Dragon Land. This is a platform arcade/adventure where you're transformed into a barbarian who must battle stone apes,



▲ Dream Land reduces you to a pawn on the great chessboard of life, where something is just about to make a meal of you.

ghosts and pigeons! Collecting a dream potion will allow you to go to Dream Land, but there's also five cogs to fix the

dragon ride - taking you to four variations on the Dragon Land theme.

Dream Land is a multidirectionally scrolling, overhead-view arcade adventure. You start off on a

To their credit, Mirrorsoft seem to specialize in promoting off-beat 16-bit games such as Gravity, interphase and now this. There's little into on the game itself in the packaging, and even with programmers' hints it's a bit difficult to immediately get into. Nevertheless the urge to see all the different game-types is

inevitably compulsive, and the actual games are good fun from the bagatelle to the above-average arcade-adventures in Dragon Land and Dream Land. It's also good how you can choose either to explore Dragon Land more fully, or just grab the Dream Potion and hop onto one of the later levels.

The final rollercoaster shoot-'em-up is okay as well. As a package the game works well, with plenty of imagination and attention to detail. I enjoyed the first section best, and while nothing is outstanding here this is well worth a look. chess board with various pieces dotted around. Bumping into them reveals boxes which can be opened by keys. Inside there are such things as oil cans (to use on deadly eyeballs!), ladders (to cross gaps) and the demons you need to collect to finish the level. As well as lethal eyeballs, lips and beetles, there's a snowfield to cross, complete with snowballthrowing snowmen.

The next level is Future Land, a first-person perspective view of a ride up (and down!) a futuristic rollercoaster. You defend yourself with a laser-armed grabber which can collect demons and the debris of destroyed ships.

> My favourite part of this game is the anlique amusement machine line-up

now I know what the exciting new machines' will be at the next Ludlow funfair. The rest of the game is an interesting mix of weird sub-games. The Dragon Land level is fairly straightforward, and probably the most fun. The more ambitious and innovative leter levels aren't quite as playable. Having said that, the game's whole is greater than the sum of its parts with the surreally sinister graphics and good sound effects giving it a good spooky atmosphere. The fortune teller is a particularly impressive start. If you like the carnival theme you'll enjoy it, but I don't think it's quite good enough to be a big mainstream hit. More of a cult game, in my opinion, for those who fancy something a bit different.



HARWOODS YOUR FIRST CHOICE FOR AMIGA

HARWOODS LEGENDARY Amiga

ALL DUR AMAGA POWERPLAY INVOK INCUIDS AN AMIGA ASON WITH.

- A JULY BAN A TAN TO THE A HOME COMMITTEE A MARKET OF THE
- Bull to Spend

- J. Bowell De

Plus you can now choose Plus you can now crosse either Flight of Fantasy or Batman Software to go with Packs 1,2 & 3 Absolutely Free!

AND WITH PACKS 1,2,3 & 5 YOU GET AN EXTRA ... BRILLIANT BONUS BUNDLE

ONLY FROM GORDON HARWOOD COMPUTERS!!!

You get a Great Mystery Saftware Title FREE (aa!!)

Amiga POWERPLAY

PACK 1

PACK T

PACK 1

Probably the Best Games Pack mound. You won't need to buy anything else for uses and you'll be able to stort to use your Aurigo the moment it's our of

PACKT this book! Amiga A500 + Bonus Bundle

Or up, and the cost with por Finance Excition

Amya POWERPLAY

PACK 2

PACK 2 Stereo Colour Monitor
PACK 2 plus a Free Tailored Marrier Dest Cover!

Gallen Dame mere clearly.

Amige A500 + Boous Sundle +CBM 10845 Colour Monitor

Amine POWERPLAY

PACK 3

Take our Perwarplay Foch 2 and odd Stor's Juntative ICTO Enloye

PACK 3

Amiga A500 + Banus Bondle +10845 - Star LC10 Printer

Amiga POWERPLAY

PACK 4

Amigu A 500, Stur LC10 John Printer, CBM 10845 Stures Colour Monitor,

PACK 4 PACK 4

Anigo

HARWOODS COMPLETE STUDENTS PACK

O.M.G.S. A.500 P.LUS ... Publishers Chester (PTF-Insterior Kindwords Vica. Z), Miles Marker 1/5 are. Etc. Y's Medi V.m. Shadis, REC Earlie Sendano. Amplician 500 S/Shad Superhase Personal D./Base, America Logic, 1) O Interceptor.
Log Ebook 3,5: Disks such Disk Wolfer. PACK 5

PACK 5 BONUS BUNDLE' FREE!

REMEMBER TO CHOOSE EITHER YOUR PREE 'BATMAN' OR PREE 'FLIGHT OF FANTASY' SOFTWARE COLLECTION A OR 8 WHEN YOU BUT YOUR HARWOODS POWERFLAY PACK 1, 2 OR 3

BATMAN THE MOVIE -



PLIGHT OF SANTASY

Except from the Planet of the Robot Monaror Rainbow Island
1729 Retailmo

HARWOODS THE NAME YOU CAN TRUST



FINANCE FACILITIES

sontain Marwood Crimpount and — landities to pay by nor redgen assumed set roce for most in the APN 36 file. (Nameble) redfile also arms are assumble to most admits of night concern as write and results are some activities to early. Therefore no methodood results are some affect to the latent with any papelination from the advances and are available to all cars. If it is replaced any or a supplied to the angle of the area and are available to all cars. If it is replaced to a physical and are available to the angle of the angle of the area and are available to the angle of the area.

Credit sale terms with or withour a depart, can be influed to suit your meds.

COMPARE OUR SERVICE



£



TO SKA SIPPLED IN THE CASE OF THE STATE OF T

PHILIPS CM 8833 STEREO

Full 14" Stereo High Resolution Colour Manitor

- SCART Euro-connector litted as standard
- RGB/AI, TTL, Comp. Video & stereo audio imputs Can also be used as a TV with taner or VCR
- Features fold down tilt-stand __ Twin Speakers
- FREE load for computer of your choice FREE FROM HANWOODS...

1.2 Month on site service warranty.

All this and a Free Tollored Dart Gover ...

*

COMMODORE 1084 S

Full 14" Storee High Resolution Colour Manitor

- RGE/AI, TTL, Composite
 Video & Audio Inputs
 Com also be used as a TV

- Twin Speakers
 Supplied with cobiles for
 A500, CGA PC, C16-64-128

with a tuner or VCR

Features fold down fill stand

Duri Court Durt Course

SUMMER CLEARANCE SALE

PRODUCTS AT LESS THAN ADVERTISED PRICES!!! ONE NOW for decembs of our EX-DEMO and REFLIRBISHED STOCK.

Just about avery product we will of VERY SPECIAL PRICES and...

ALL with a WATERTIGHT GUARANTEE now available!

SAVE EEE's...SAVE EEE's...SAVE EEE's

Amiga

DECOM SPECIAL OFFICE DEGO'S SPECIAL OFFICE

MUSIC X -FULL VERSION-SOFTWARE £ 109.95

512K RAM UPGRADE

Including "It Come from the Desert" and FREE... Mystery Major Arriga software title and Uniting Software Disable Disk.

FOR AMIGA ASOO, WITH FREE 0.5 Mb MEMORY.

Columnators is own hord drive for the ASOO

Societ for up to 200, 100, separation of the ASOO

OMA was

- ENGINE WITH A FREE TOWN MEMBER FRANKSHOP

(Design your awar consic book curroum and arent from tool) SPRIT PAINT... Point Programs

A590 HARD DISK (As Above) WITH 2Mb MEMORY

Expression litted and ready to use straight away

NEW LOW PRICE ONLY...£499.00₺

TOME VORTEX HARD DRIVE FOR BOTH AMIGA AS DO AND AMIGA A1 000

I for Lotin A500 mad A) 000 as supplied

GREAT VALUE AT ONLY ... £499.00 D

FLOPPY DRIVES

EXTERNAL FLOPPY DISK DRIVES
The drives listed below have the following (entures fundin/friells swith)
Tomosphazit
LED Access light, sweet suite
Settente for A500, A1000, A2000

CUMANA KAX 354 3.5" SECOND DRIVE

A REAL BARGAIN AT ONLY...E89.95
CUMANA CAX 10005 5.25" SECOND DRIVE
Anigo DOS and MS DOS companishe
SAVE MORE THAN EVER...£129.95

MARWOODS SLIPERSLIM 3.5" SECOND DRIVE

SUPERSLIM PRICE' ONLY ... E64.95

COMMODORE

ASOT RAM PACK

GENDINE CRM rom peak with runl nime bettery backed dock. This god on DRES NOT invalidate Commodera's were every.

A520 TV MODULATOR

QUALITY ACCESSORIES

FLOPPY DISKETTES

10 GENUINE COMMODORE 3.5" BLANK DISKS E9.95 GIBALITY CERTIFIED 3.5" BULK DISKS (uppolled with left

Ten, with library mon

Ten, immosed

Zighty, uncosed Hundred, uncosed

Eighty with LOCKARLE storage ruse

PHONE FOR LARGER QUANTITY DISCOUNTS!

All printers in our rongs are Dor-Matria and include the following features...

£169,95

£184.95

E209.95

£249.95

for court correspond to Amilyo

STAR LC10 - 120/25 gps Our mast popular Mana Dol Marine printer and at a supel law print

STAR LC10 Mkil - 150/30 cps Brand new superfust Mkil version of the over popular LC10 or item.

Midlight and option from frost pairs Excellent paper handling Smulborous, continuous and single

STAR LC10 COLOUR - 120/25 cps

J Allows foll colour dumps from Amiga

STAR LC 24 10 - 180/60 eps 24 Pin version of the Star LC Seves with Exceptional better point quality

STAR XB24 10 COLOUR - 240/80 cps

Vary lest LO 24 Pin Colour Includes UK Mainland un-site monitoriume

STAR POSTSCRIPT LASER - &ppm C/W 35 FONTS

380 DPI, 2Mb. Memory approach to 5Mb.

Implications include, HP Series II, Epsin EX800,

IBM Proprietes and Diablo 530

Includes UK Mainland on silve membranism for a FOLL 12 MONTHS.

Free cable & course delivery (3-4 days) £1995.00

CITIZEN SWIFT 29 PIN COLOUR - 160/50 cps
Thes MOST competitive 24 Pin
Calour Printer available Today/!!
CITIZEN 120D - 120/25 cps 2 YR WARRANTY
Very reliable low cost printes, injectiong-able interfores
cysilable for Centronics RS 222 or Serial Type for
CRM Ad etc.

NOTE: All our Stor printers are geneine UK sperification. Connectors Per Second speeds qualed are Qualified at 18cpi A FULL RANGE OF PRINTER RIBBONS ALWAYS AVAILABLE

THE STALL AND JUME WITH

sheat strimmery

Colour yersjan of the LC10_

Soperb text quality

Can use block LCIO ribbons

Dun mora popular palear printer!

CBM 64 etc.

WIDER CAMERA

EVSU-75

Complete with SOFTWARE COMING CARLE IN

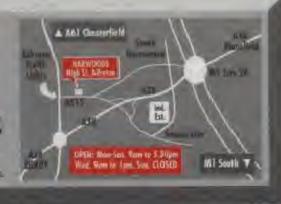
FASTORDER HOTLINE-0773 836781



VISIT OUR SHOWROOM
Please pay us a visit where our full range of advertised products.
AND MORE is no sale. Come and see for yourself amorning Amigus
and a whole host of peripherals, coftware and accessories. REMARKABLE, WE ARE WEST JUST AUCTIVES MAIL DRIVED COMPANY

STOP PRESS...STOP PRESS...STOP PRESS

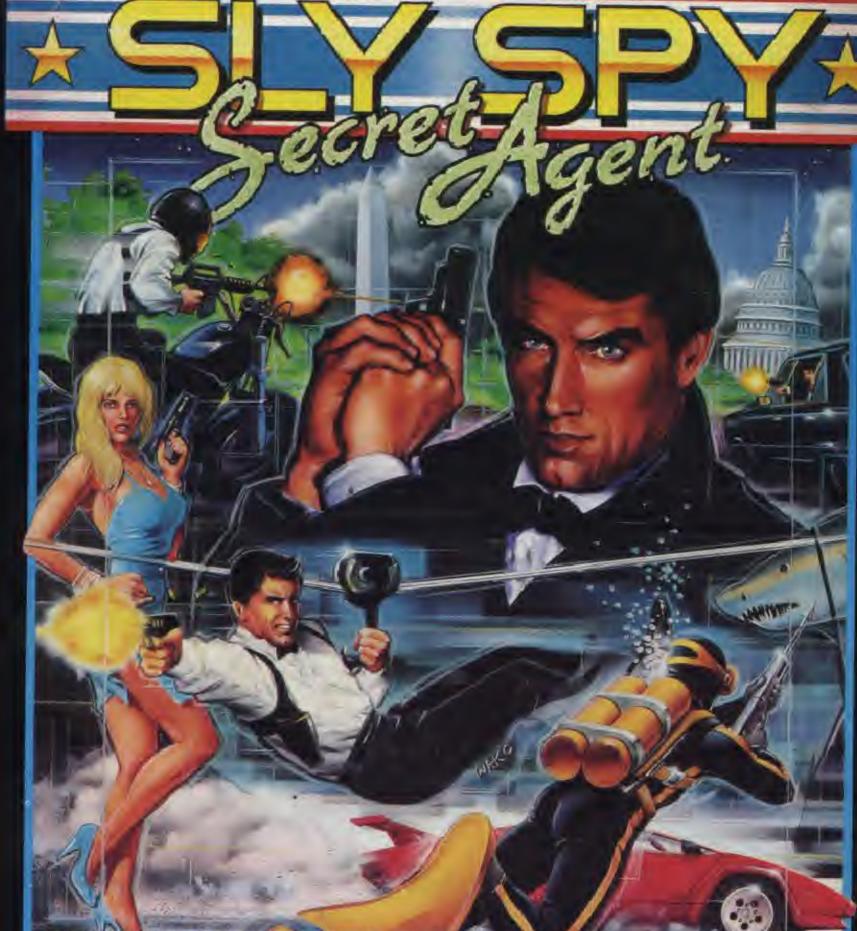
During Ang/Sept we'll be moving to our new purpose built showroom and warehouse facility in Alfredon. We'll then he able to offer an even more extensive service, but, don't warry if you need to contact its quickly our phone numbers will stay the sums. Worth our better ads. If had place are what YOU Fet, and have an WOUTH EXTRAIN WIT and proving our method and price are correct at time of point to press (Pack strains may vary from time to beauth our contact and price are contact to the of point to press (Pack strains may vary from time to beauth the Officer are subject to availables and our convents when the price.



GORDON

Computers

GORDON MARWOOD COMPUTERS DEPT, ZAP/88, 89-71 HIGH STREET ALFRETON, DERRYSHIRE, DES 7DP TEL:0773 836781 FAX:0773 831040 THERE'S NUMBERE TO HIDE FROM...



MANY LAUGH IN THE FACE OF DANGER
BUT QUAKE IN THE SHADOW OF
SLY SPY SECRET AGENT

THE ARCADE ACTION THRILLER NOW FOR YOUR HOME MICRO



Ocean Software Limited 6 Central Street Manchester M2 5NS Telephone 061 832 6633 Telex 669977 OCEANS G Fax 061 834 0650